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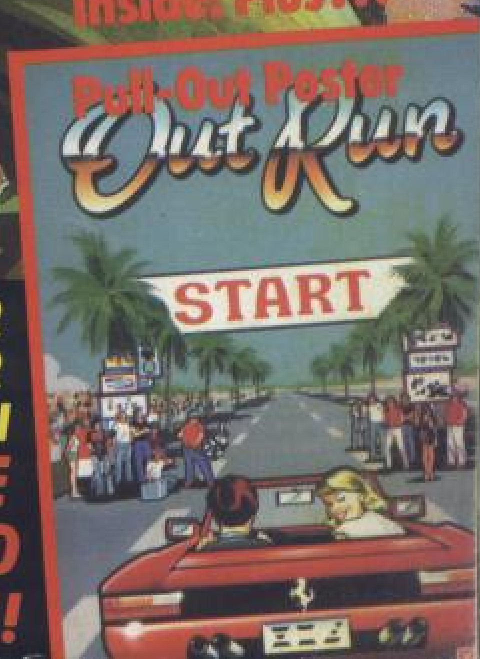
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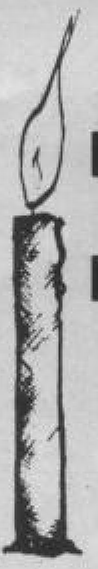
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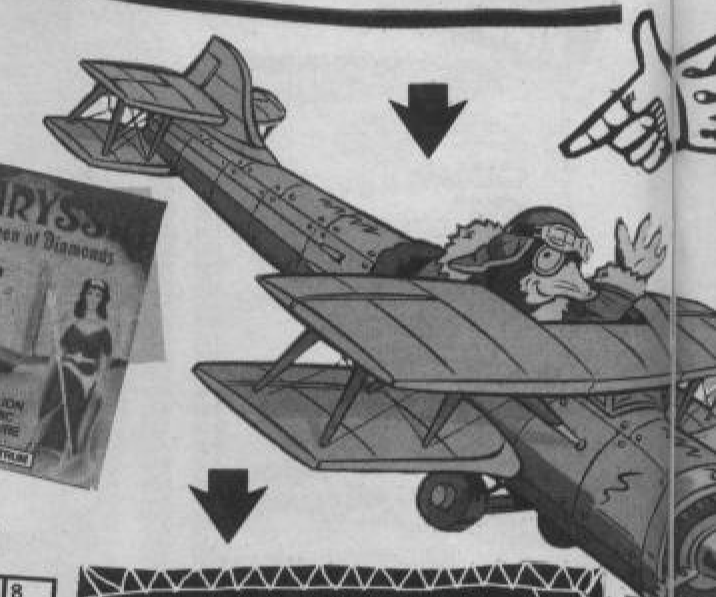
I AM 2

BATTY CHALLENGE – THE RESULT!

Aaaarrggh! And we thought it was hard! But no, YS readers were up to the challenge, and hundreds of you knocked off the game almost before the mag was out in the shops. First prize (of ten recent games) goes to D Gardiner of Coulsdon, whose letter to us explaining that 1) there are 15 levels in all, and 2) the last one spells out the word 'ELITE' in bricks, arrived on the morning of September 8th. That's impressive. Second, on Sept 9th, was Steven Cleminson of Middleton in Manchester, and third, a day later, was Paul Stephenson of Roundhay in Leeds. We'll be sending these two a consolation prize of five games each, but well done all three of you (not to mention the millions whose entries arrived on the 11th). Oh and please – no more entries!



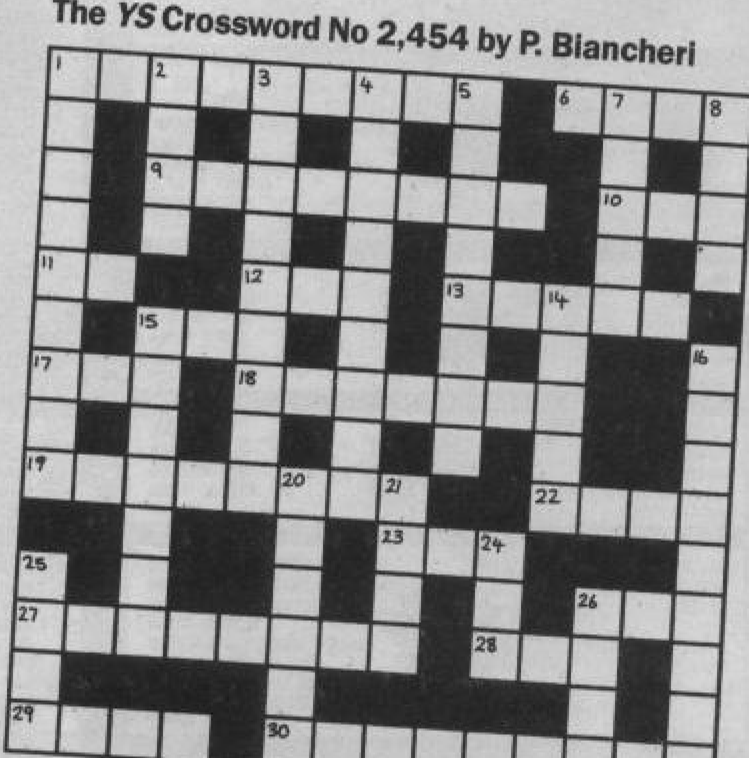
Wossis then? A hand grenade on the desk! Quick! Everybody out before it . . what? It's a joystick? You're kidding! The fastest and most precise joystick ever made? Well, that remains to be seen, but it's certainly the wackiest. And at £19.95 it's a ring pullin' bargain!





New from Incentive, presumably to bridge the gap before Driller hits the streets, comes the next in the series of Medallion Adventures, Karyssia Queen Of Diamonds. This GACed advent is in the shops now, and looks to be priced at £7.95.

The *YS* Crossword No 2,454 by P. Biancheri



Yes, and what better way to while away those nights when the wind's a-howling at the windaes, than to plonk yoursel' by the fire an' do a nice, complicated crossword... Hey, come back!

DOWN

1 Vulcan saying it's Gallic Oil, Captain (9)
2 Titillating side column finds back page (4)
3 To pick any number it's the main dozer (9)
4 I do trust a reformed drawing room (9)
5 Casts meat line to get top male Thargoid Killer (5,3)
7 Throw the vermin in, for instance, if you're angry (5)
8 Given rice to the viking (4)
14 (and 22 Across) Under Port Road lurk the monsters, you berk (4,4)
15 One name tells Sweevo it's a jellyfish (7)
16 A rare catch for someone's personality (9)
20 Strip a cloud to its silver... (6)
21 Conservative turns around, for a wooden horse (4)
24 Utilised prisoner at war, initially (3)
25 A jockey with erasable memory (4)
26 Valhalla god in part of adventure (4)

ACROSS

1 Rita Fence changed a plug-in extension module (9)
6 Numbered entry when the Nile is rewritten (4)
9 Site nine for a relatives theory (8)
10 Alley sounds mean a box king (3)
11 & 12 Tell candle to extinguish itself (2,3)
13 Come in, Terne! (5)
15 Without it one couldn't load a gun (3)
17 A container for worms? (3)
18 The state of Mr Jones! (7)
19 The knight lives in Colt Lane (8)
22 (see 14 down)
23 It's par for the blame (3)
26 In torchlight you can see the meanie (3)
27 A tiny diet puts a name to a face (8)
28 A bunch of ponies, perhaps (3)
29 Old type of storage inside an apple? (4)
30 Rung Runen about arms dealer (9)

MONTY MEGA-EXCLUSIVE!!!

Yes, you'll never guess what we've got for you next issue, although you may after we've told you in the next sentence. 'Cos on the cover of next month's *YS*, dated January but available to you on Dec 10th (or thereabouts), we'll be sticking an exclusive *Christmas Monty* game from those lovable mole-hunters at Gremlin! And we'll have all the big Chrimble megagames for you too! So don't be an aardvark! Place your order for the Yuletide *YS* – £1.50 with exclusive *Monty* game on the cover – today!

A Streetcar Named Arcade Licence



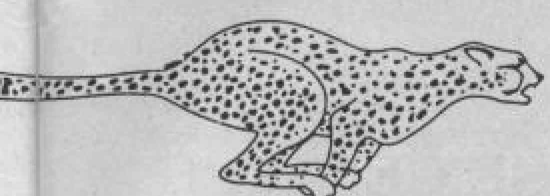
Jimmy: (blub) I jest don't know what t'do anymore Mari. I'm jest all mixed up. My father, he . . . he jest doesn't understan'.
Marilyn: (pucker) Oh you poor mixed up kid. Doesn't anybody lurve you?
Jimmy: Gee, Mari, it seems that the only folk who lurve us are US Gold, (sob). They've bought the licence to make computer games from our images . . . and after all we bin through, that's all there is left . . .(choke)
Marilyn: (whisper, ooze) Don't worry, sugar, just let lil' old me take lil' old care of lil' old you. I'll get some clothes on and we'll paint the inside of this old computer red as a postbox . . .

(roll credits)
Coming soon to a Spectrum near you.



Happy Birthday to us!

Yes, *Frontlines* is two years old this month. So send all your gift to the *YS* lock-up



You spin me right round, baby, right round, like a record, baby, right round round round. Yes, it's true! True! Cheetah has reinvented the joystick, with its new Cheetah 125 Special. It has a unique swivel action, where you twist the joystick to give an extra bit of control to any game you play. All the major software houses are working on games to take advantage of this new technique, so watch out for the Special, priced at only £12.99! Now there's a twist!



Trainspotters Through History
A series in conversation with the World's Greatest Ever Trainspotters

9: Reserve Major "Wild Bill" Stealey

"What's that, bud? A what? Trainspotter? What's one o'those, pal? A person who writes down every train number he sees? Yeah, I guess I've done that. And they wear parkas? Hmm. Ah, Lady Penelope's butler, right? No? A coat? Oh, you mean like Army surplus stuff. Oh sure, I got lot's o'that, buddy. Okay, what else? They spend all their time in front of computers. Well, I guess I do that too. Actually, I'm more of a planespotter. I've got bits of my planes spotted all over the USA. Not that I crash a lot, I just make some pretty firm landings, that's all. What's that? You'd like to get out of my plane now? But we're a couple of thousand feet up . . . no that's not a parachute . . . hey, buddy (whoosh) it's my lunch! Never mind. Come back real soon when you get out of hospital. Now you've found your way, don't y'all be strangers, y'hear?"



YS/Leisure Genius Microcompo —

YSCOMPO

WIN *SCRUPLES®*!

Yes, you remember *Scruples®*. don't you? That trendy board game with questions like: "You are told by your girlfriend that she is actually a fat, bearded Labour candidate called Dave. Do you vote for her?" and stuff like that. Well, if you win this super *YS* microcompo, you too can whip it out at parties *(Oo-er! Ed)* and argue with your best friends. The three lucky first prize winners get a copy of the fab board game, while another 10 runners up get a copy of *Scruples®* the computer game, and we really can't say fairer than that! All you've got to do is answer this simple *Scruples* question: Your nose suddenly turns into a giant carrot. Would you enter yourself for the Chelsea Flower Show?

a) Yes b) No c) Perhaps, but only if there was money in it.

Send your entries to: The I Haven't Got Any Scruples So Send Me One Compo, Your Sinclair, 14 Rathbone Place, London, W1P 1DE.



Gremlin's Ian Stewart and stand-up Konix Wyn Holloway (seen here in petulant mood enjoying a quiet waggle together at the PCW Show) have just signed a deal which means that if you buy a Konix Speed King joystick now, you get it for £11.99 (a whole pound off!) plus a copy of Gremlin's *Thing Bounces Back*. Let's turn the sound up and listen in on what they're saying.

"I must say, Wyn, this feels nice."

"I agree, Ian, but put that hospitality girl down and tell me what you think of the joystick . . ."

Oo-er!

A *YS*/GILSOFT SUPERSAVER

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MADBALLS



Madballs! Madballs! Madballs! How many times can you say this word? Well, in real life, not many, but if it's an ad for *Madballs* you can say it as much as you like. Pictured here is Ocean's Gary "Gazza" Bracey celebrating the programming of *Madballs* as a computer game, with what looks like a couple of the programmers. We think Gazza is the one on the left . . . or is it the middle? Anyway, look out for *Madballs*, the game.

or we'll break both your legs!

Tizers

• It seems Ocean are well on the way to having all their new releases on the new +3 disc format, and rumours of Rainbird adventures Level 9 and Magnetic Scrolls going into disc on the Speccy are rife. But more importantly, budget kings Mastertronic are making a strong commitment to the +3 with three new compilations on disc: *+3 Sports*, with *Strike, Bump Set Spike* and *Speed King 2*, an amazing *+3 Arcade* containing *Motos, Bosconian* and *Angle Ball* and finally *+3 Hits* with *Feud, Amaurote* and *Hyperbow 1*. The most amazing bit is these games will be available for just £9.99!

• It's musical chairs in the software industry, it appears, with Durell being unceremoniously swallowed by Elite, and Hewson handing over its marketing to Gremlin Graphics, and two of its top programmers to Firebird, namely Steve Turner and Andrew Braybrook.

• Microprose and Cascade Games have locked horns over their releases *Pirates* (Microprose) and *Pirates Of The Barbary Coast* (Cascade). The games are reputed to be not that similar, but goodness, the advertising pictures use the same typefaces and similar artwork. It's easy to mistake them for the same "first pirate simulation", and we very nearly did. But Cascade state that they have an "answer for each and every allegation made by Microprose, and a writ will be issued in the near future". The case continues.

• Virgin Games have announced three blockbusting new licences for the Spectrum: *Scruples* ® (see Future Shocks), *Action Force* ™ and games based on the Armada Books' role playing gamebooks, *Duel Master*, written by the originators of the *Way Of The Tiger* gamebooks, Jamie Thomson and Mark Smith. All should be out pre-Santa.

• Hello, what's this? Yes, another new company masterminded by ex-Beyond, ex-Starlight boss Francis Lee (*Always preferred Mike Summerbee meself — Fitba' Ed*). "More than just a software label, Destiny will be producing a complete entertainment package." (In other words, it's a software label.) Titles include *Seven Minutes To Midnight, Veri* (from Cybadyne, who did *Xecutor*), *King* (by those ladies of St Brides) and *Blue Back* from Mike Singleton!

• Tons of titles from Ocean, including follow-ups to *Match Day* (wittily titled *Match Day II*), *Army Moves* (it's called *Navy Moves* this time around and places you in a submarine) and *Athena* (the sequel's otherwise known as *Psycho Soldier*). There's also the game of the fillum *Robocop*, which, as Bazzo Norman could tell you, has been a massive hyperhit in the US of A, and comes over here very soon. Watch out for reviews of both game and fillum in *YS*!

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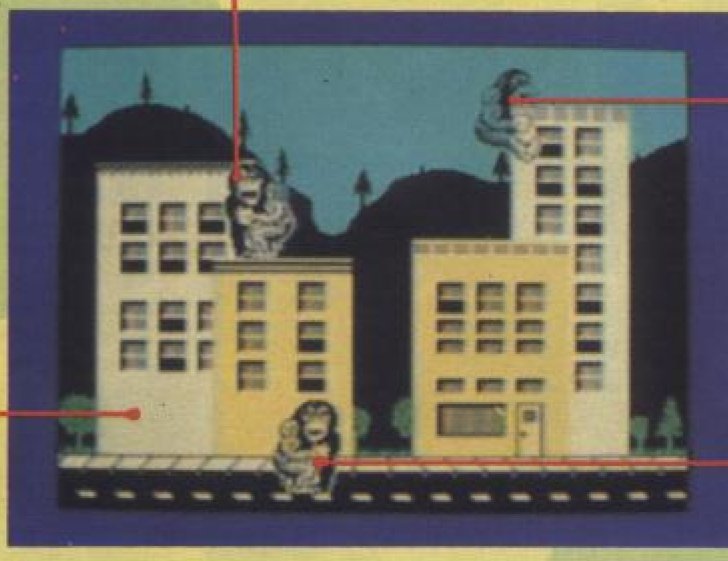
FUTURE SHOCKS

You want previews? Then plug back your lugholes, stitch back your eyelids and settle down with a nice cup of Ovaltine, 'cos we've got previews that'll rip out your intestines and sell them to a well known hamburger chain...! Read on, *Macduff*.

RAMPAGE

PREVIEW OF THE MONTH

Okay, funsters, we've got a real tough 'nana here, 'cos Activision's latest licence tie-up'll drive all living primates up the wall with excitement. You'll no doubt remember the Bally Midway game on which it's based — a rampaging climbabout that has you controlling three large hairy chaps who look not unlike King Kong, Godzilla and Wolfman, but almost certainly aren't, for pressing copyright reasons. This being a computer game though, your three hirsute chums don't just stop at New York, good Lord no. After munching the Big Apple, they move on to blow away Chicago and grow enormous moustaches in San Francisco, before moving on to another 82 cities. 82!! Are there 82 cities? Well, enough of this monkeying about, 'cos from the demo we've seen, *Rampage* looks reet chimpion. In fact before you go ape at these pitiful puns, we'd better finish by saying "It's gorilliant!" Oh, and £9.99.



"Zis could be ze end of zivilisation as ve know it..." Your three pals bear a striking resemblance to those favourite movie monsters, Godzilla (goo-rarr!), King Kong (ahh-ee-ahhh!), and Wolfman (grow!!), although why Wolfman is three storeys high is anybody's guess.

"Not quite, Professor..." The buildings, in most cases skyscrapers, are one of the main scoring points of the game. To score big, you have to nip up the side of the buildings and shake the beggars down. This is a particularly funny effect, and one of the best graphics in the game.

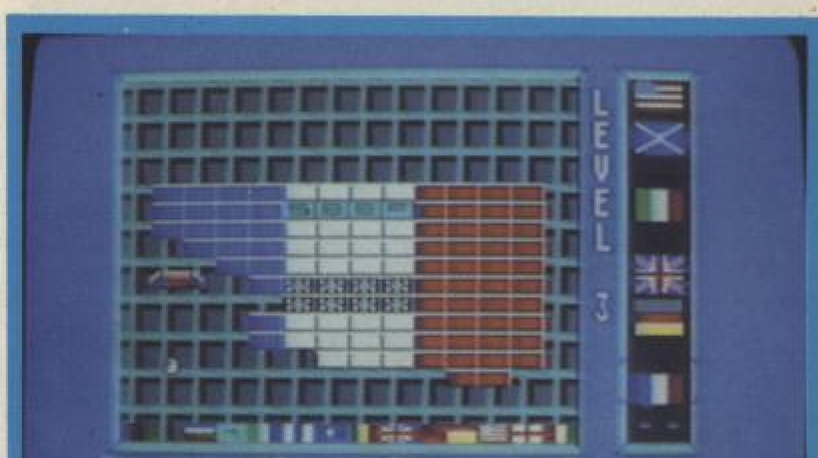
Climbing up buildings is what monsters do. Dunno why, but the fact remains. If you're a waiter in a fish restaurant, you serve fish and put your thumb in the soup. If you're a magazine editor, you beat writers around the ears with rolled up newspapers *(Watch it! Ed)* But if you're a movie monster, you climb up buildings, and break them down. Obvious, really.

If you didn't already have enough to do, you've got to try and rampage around the city with all these blimmin' choppers buzzing around your head. The helicopters circle the area, occasionally divebombing the monsters under your control and firing little black pixels at you. Yowch! I nearly dropped Fay Wray there, pack it up!

OUTCAST

More wizard wheezes, as the kindly local wiz finds himself kicked out of his village by the Forces of Evil (sounds like a good name for a pub, dunnit?). Stripped of all his powers, he's transformed into a hideous creature, scarcely human at all — oh, all right, it's the Ex-Ed. Wandering around the wastelands, he finds his powers begin to return, but what about his spells? Well, this is an arcade-adventure, so you'll hardly be surprised to find out that, by an astonishing coincidence, they have all been scattered around the place for the wiz to pick up. Now there's a thing. We've had a swift butchers at this newie from CRL, and there'll be a full review next month. But if you can't wait until then, *Outcast* is out now, at £8.95.



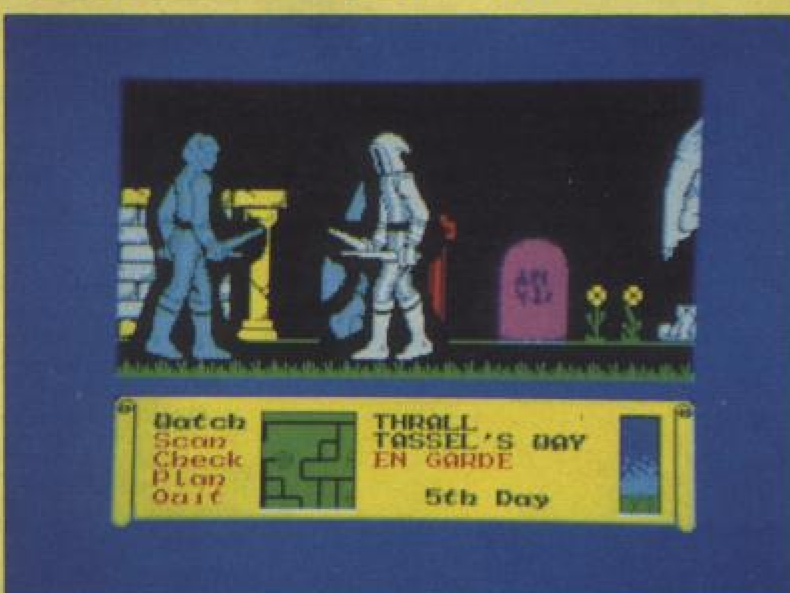


ADDICTABALL

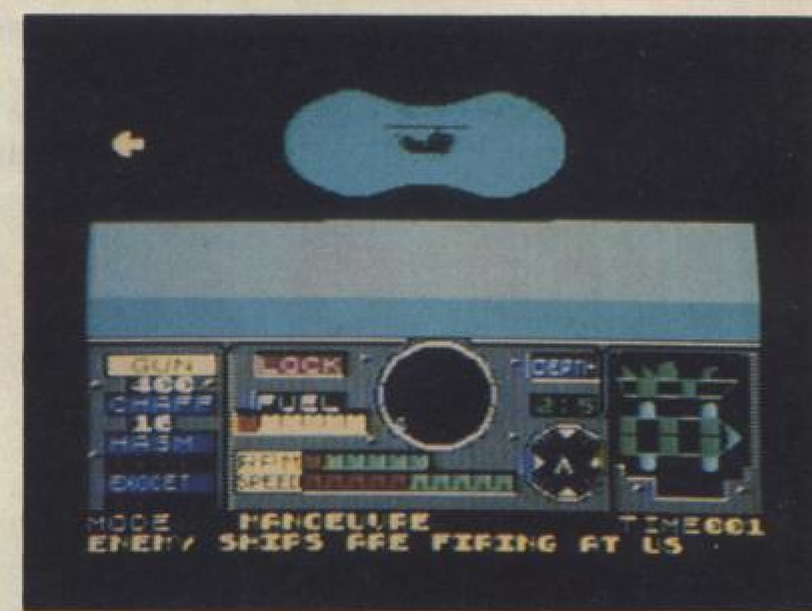
"Doctor, doctor, I can't give it up. I can't cope anymore . . . I think I'm hooked." This game could be carrying a Government Health Warning when it comes out, it's so addictive. It's a space arcade game with bricks, bats and balls which you use to destroy scenery, all the while guarding your barrier and fighting off hordes of those small wibbly crawly things which seem to infest these pages from time to time. (*Pardon? Phil*) It will be out in October for £6.95. Alligata reckons you need razor sharp reflexes, intelligence and a sense of humour, so don't cut yourself or laugh your head off. (Bonk!)

FUTURE SHOCKS

DARK SCEPTRE



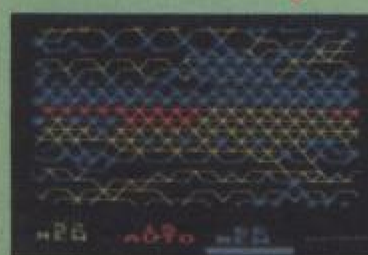
Lawdy lawdy, Mike Singleton's actually finished a game! *Dark Sceptre*'s been on the Firebird stocks for, ooh, about 8 billion years, give or take a millennium, and it could be said to have joined *Star Trek — The Wrath Of Maughan* on that company's Legendary No Shows List. But suddenly, like a hungry ferret, in it whooshes and onto the new release desk, complete, finished and raring to go. Well you could have knocked us down with a 210 bus (the driver tried last night). We'll be reviewing it in ludicrous detail for you next month, but for the time being suck on this: 64 characters, 4000 possible locations, loads of commands and options available to the player and a current best performance of 16 game days to complete the blighter. Hard? It's rigid. It'll cost £7.95, and should be out this month...



PHM PEGASUS

Wot? Well, according to Electronic Arts, whose whizzy new simulation this is, it stands for *Patrol Hydrofoil Missilecraft Simulation.* Well, quite. You may not have heard much of Electronic Arts — it's an American company, one of the biggest games producers over there, and now trying to edge into Yoorp (that's over here). And that includes one or two games for the UK's fave home computer, starting with this here *PHM* thingy. It's the latest bit of all right from Lucasfilm, a full-blooded naval simulation which puts you in charge of Pegasus, a hydrofoil that whiffles around the seas sinking things. Sounds a gas, eh? It's out in the winter, but there's no news of price as yet.

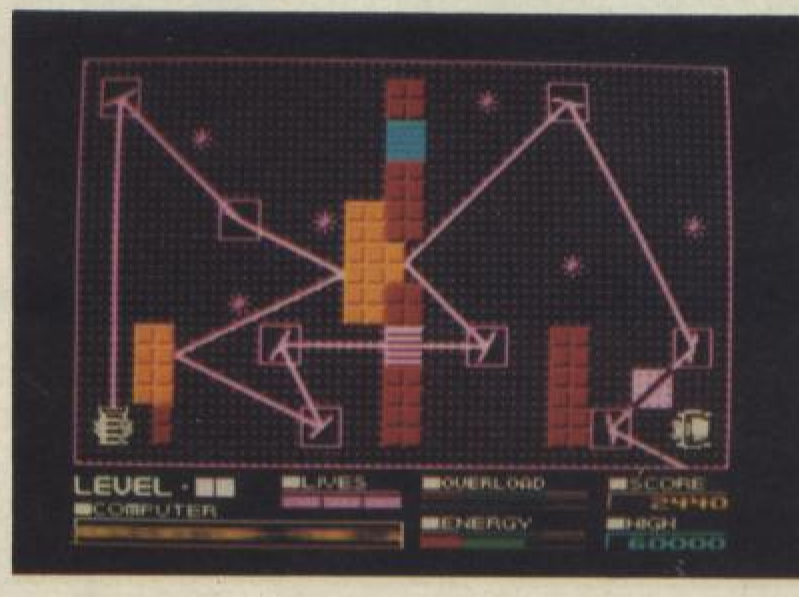
IQ



Well, personally speaking, of course, this is what we, incredibly brainy people call a piece of urinary emission. There being no-one in the office with an IQ much under 249012856000, we find it all desperately peasy, and fully expect to finish this new CRL zapper in 0.00000001 second, if not sooner. It's the sort of game with instructions that ask you "Is your humanity just the function of a random number generator?" Heavy! It's out soon, costs £8.95, takes up to four players, has "advanced American artificial intelligence techniques incorporated in computer adversaries" and comes in a nice plastic box. Yoho!

DEFLEKTOR

Yup, it's another game with a 'K' where you least expect it. *Deflektor's* just one of Gremlin's eight billion releases for the autumn, a weird and wonderful puzzle which asks you to bounce your laser beam off a series of mirrors and guide it carefully to the home receiver. This needs an awful lot of brain work, sussing out the angles of the mirrors and wiping out your slide rule (oo-er). There are also walls to bounce off and lenses that deflect the beam. It all looks pretty tricky, and it should keep you busy — there are 60 levels to mess about with! Coo! Out at the beginning of December, *Deflektor'll* cost you a penny under eight quid.

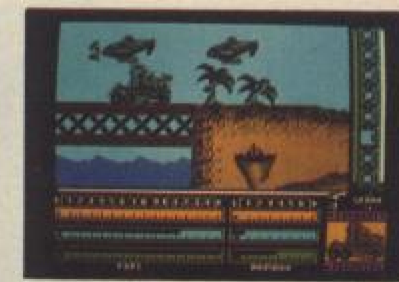


FUTURE SHOCKS

THUNDERCATS

Elite finally wakes up after its year off (unless you count *Battleships*, which we certainly did — more fool us!) with this thundering good thunk 'n' thwack fantasy arcade game, which came in too late to get a proper review. Still, here's a game that finally does something for the poor old 128 — okay, so it takes a week to load, but for your trouble you'll get loads of fizzy digitised pics and a great Rob Hubbard soundtrack. And the good news is that it'll be on the +3 as well. So what's it all about? Well, during a raid by the Moleman, agents of the evil Mumm-Ra have entered the Cat's Lair and stolen the eye of Thundera, and... ah, what the hell, it's a scrolling fighting game, with great sound effects and sparkling graphics. Out this month at £7.95.



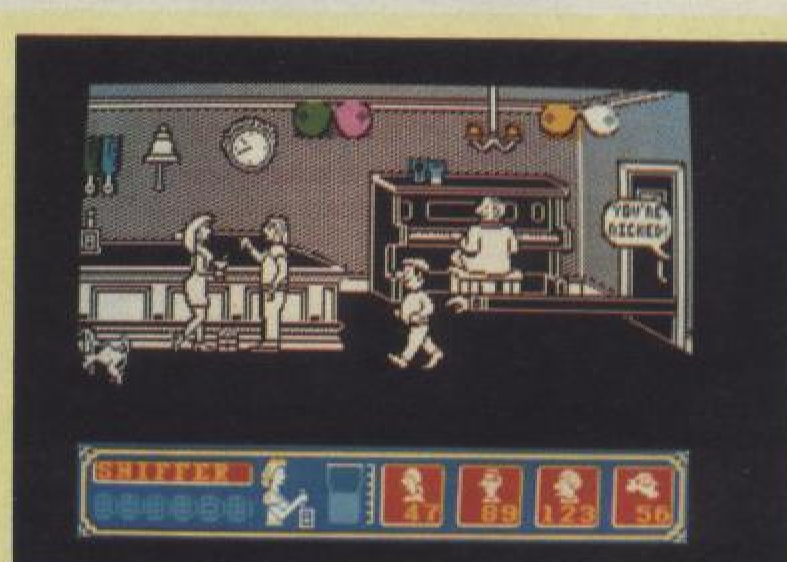


MASK II

Well blow us down! It took us long enough to load up the first *MASK*, and before you can say Matt Trakker™, here's the next instalment of One Cartoon's Heroic Attempt To Take Over The World. From this angle the game looks not unlike *Army Moves*, and like the Imagine epic, it's a game of two halves, Brian. First you have to choose your team and vehicles, then there are the four missions to complete. Sounds pretty cerebral to us, but Gremlin assures us that there's loads of violence too — hooray! It should be out about now, at £7.99.

A QUESTION OF SCRUPLES

If you haven't already, go and enter our spiffy *Frontlines* compo — you could win the board game itself or one of ten computer versions of the thang. 'Cos Leisure Genius is adding to its board game roster this autumn with a Speccy version of the hippest game on two legs, the only after-dinner entertainment that's guaranteed to end in bloodshed. The price is £9.95, the release date is now-ish, and your nearest hospital's phone number is... hoy! stop that! That vase was a present from my Auntie! CRASH! OOF! WOMPFF!





GAMES COMPENDIUM

Weird city here, bozos. *Games Compendium* (another from Gremlin's compendious schedule of releases) threatens to be what you might describe as terminally wacky. Is this a good thing or not? Well, moving right along now, we read that GC is hosted by the Wink family, father Tiddly and his wife Mavis. Four players can compete by playing either one of the little Winks, the baby or the Wink dog. Fortunately all the dull old compendium games — ludo, snakes & ladders, bingo (bingo?) — have been jollied up, so from what we see you'd have to be a complete Winker not to go for it. Price: £7.99. Availability: Er, now-ish.

FUTURE SHOCKS

STAR WARS

A long, long time ago in a software company far, far away — well, it was Domark actually, and they were in a bank far, far away depositing the vast piles of MONEY they made on *The Living Daylights* (ptuil) — things suddenly got a bit wriggly when an enormous masked chap in a black cape dropped in one day.

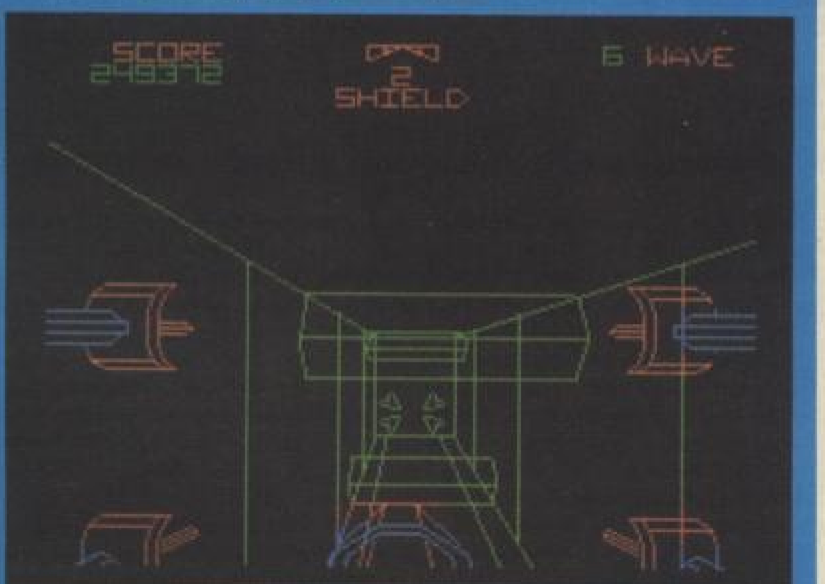
"Several transmissions were beamed to this ship by rebel spies. I want to know what happened to the plans they sent you."

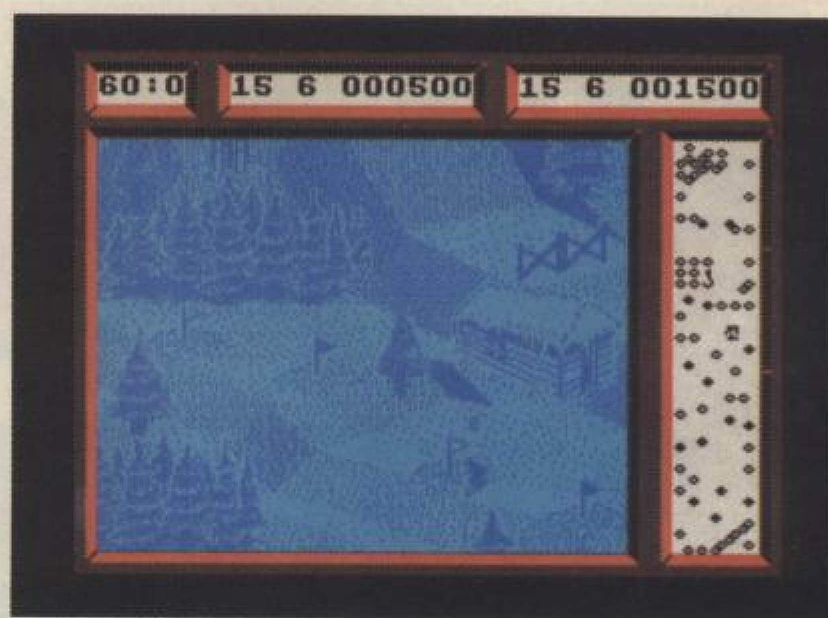
"Wot?" said Dom and Mark, straightening out their company bowties.

"She may yet be of some use to us".

"Quick, call 999."

"I have you now." He then sliced through the Domarksters with his light sabre. Pity really, 'cos up until then they'd been planning to release *Star Wars* — The arcade game on the Speccy. It was going to cost £9.95 and appear this month, and from the preview glance we got, it was going to be fab. Still, there you are.





PROFESSIONAL SKI SIMULATOR

Bombabomb, da da da, da da dadadada da, bombabomb, da da da, da da dadada da, and welcome to *Ski Sunday*. We're here in Ausgehimmlergesellschaftoberstürmbannführer in the Austrian Alps, with Heinrich Ribbentrop passing the Grand Tortoise Turn on the downhill course on Leg 54 of the 1987/1988 season. And he's crashed!!!! Looks nasty… I think I can just make out his leg there on the left… and his arm there on the right… but now it's plucky Adrian Bim, the British champion, and so far he's had a very successful season, turning up for every race so far. And after his 87th place last week at the Italian resort of Bookimdanno, this could be the most successful season for the UK since Adrian's older brother, Sebastian Bim, edged into the Top 50 in the Trans-African Cross Country Ski Championship in 1975. Not that this has a lot to do with Code Masters' latest, *Professional Ski Simulator*, which is out now at £1.99. And here's the big Swede Bengt Corkscrew passing the Aardvark Turn at 80 mph…

3D GAME MAKER



Go on, you've heard this one before. It's the way we tell 'em. But seriously, missis, CRL's long awaited (i.e. much delayed) Build-Your-Own-Knightlore-Game utility has finally appeared — even to the extent that we've got one here in front of us as we write (if you get our drift). The magic Snouty will be frootling around in its underparts in the next issue, but for now here's a brisk screenshot just to show you what it's all about. The package includes a graphic designer and a rooms/map generator, all on two whizzy tapes and for just £8.95! Good show, wot?

… AND NEXT MONTH

Help! Help! I've been stuck in this small box in the bottom right hand corner and I've got terrible claustrophobia! These strange people keep plunging red hot pokers into my tenderest particles and insisting I tell you about the amazing games they hope to have next month, like *Frankenstein* (CRL), *Nigel Mansell's Grand Prix* (Martech), *Where Time Stood Still* (Ocean) and *Starship* (Palace), not to mention *Rygar* and 720° from US Gold, but I won't give in, not even if they… no… no… not the… no… don't… AAAAARRRRRGGGHHHH!

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Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive their three fave games! All letters win a YS badge.

EAR BENDER

I am writing to thank you for putting a variety of cheese, fish and other green articles in your pages, upon my request in a previous letter. I take back my accusations that the YS team are a very odd selection of staff, and go further to praise you on the latest game on the front cover. *Batty* is a great game, one which I'd have thought would have sold as a game on the streets as it's so professional. Personally I have got to level five and then got totally stuck.

Anyway, enough of this wittering on, as it's time to go to the medical centre to have my ears surgically removed.

Alan "I can't hear anything because I have just had my ears surgically removed" Lowles
Barnard Castle, Co Durham

I agree Batty *is brilliant and could easily have sold as a full price game in the shops. Hope you like this month's game,* Play For Your Life *as much!* **Ed**

PINK DIVINITY

I was feeding my latest copy of YS to my gerbil today, when he pointed out Mark Owen's letter which claimed that you are really Mary Smith from *EastEnders*. However, my gerbil told me this is totally wrong. He says you are really Magenta de Vine (scrummy yummy) from *Network 7*. Here's the proof:

a) You look like her (in gerbilvision at least).
b) If you take the letters t, e, a, m, a and g (which is your mag in gerbil-ese), plus of course n, and you can spell 'Magenta'. Just add a pinch of salt and what my gerbil thinks of you, and you get 'Magenta de Vine'! Beat that!

Alan Singfield (and gerbil)
St Helen's, Merseyside

You've only got to look at two pictures of us to see I look nothing like Magenta and the connection between our names is pretty spurious to say the least! By the same token you could say I looked like Marjorie Proops. 'Cos if you take five letters from her name… m, a, r, e, s and add the letters t, e, u, g, h, n and two a's, you get my name, Teresa Maughan. Blimey it's a strange old world. **Ed**



Teresa Maughan



Magenta de Vine

UNDER PARR

I'm writing to express my concern about the review of *F-15 Strike Eagle* in the August issue. In my opinion *F-15* is a very accurate conversion. I agree the graphics aren't spectacular, but the simulation is very realistic.

The reviewer writes "Gameplay is slow, and several times I found myself diving towards the ground, unable to pull up." This is probably because he didn't read the manual and learn how to control the aircraft. The game is certainly not slow, unless you pay no attention to the instruments and don't try completing any of the missions. There are plenty of things to do — make sure you don't nosedive is one of them.

If the reviewer finds himself in a steep dive, then I suggest he goes to 55 percent power, activates speed brakes and pulls back and left (or right) on the joystick. When the aircraft comes out of its 'gross height excursion' (nose dive) then full power should be applied and the plane will level out.

I certainly think *F-15* should have been 8 or 9 overall. Apart from that, I agree with many of your reviews.

Ben Parr
Gerrards Cross, Bucks

PS *Program Pitstop* is an excellent idea. Well done.

Every reviewer can only express his or her own opinion so inevitably there will be times when somebody doesn't agree. I take your point about F-15 and I'm glad you like it. We do try our best to give every game a fair review but if you don't agree by all means write to tell us. **Marcus**

ON THE Y FRONT

Having practically finished reading your great magazine, I came to YS Superstore. Fancy that T-shirt with the YS logo splashed over the front, I thought to myself. But where were the matching pair of boxer shorts? Surely it would be a good idea to make some — bet they'd be a real hit. And before the insults begin, I should make it clear that I don't undress in laundrettes. But with the T-shirt and boxers from YS I'd be giving you some good, free advertising.

One more thing: as I patented the idea (would 'thought of' be better?), how about a free pair? I'll send off for the T-shirt myself, straight away, when I find the money.

David Brownhill
Cannock, Staffs

It's funny you should mention boxer shorts (well, I've always found them amusing) but I've been thinking about them for a while now — making some Your Sinclair *ones I mean. What does everyone else reckon — would you be seen dead in a pair? And just to set the ball rolling, check out our top ten boxer short patterns in* Street Life. **Ed**

TAKE STOCK

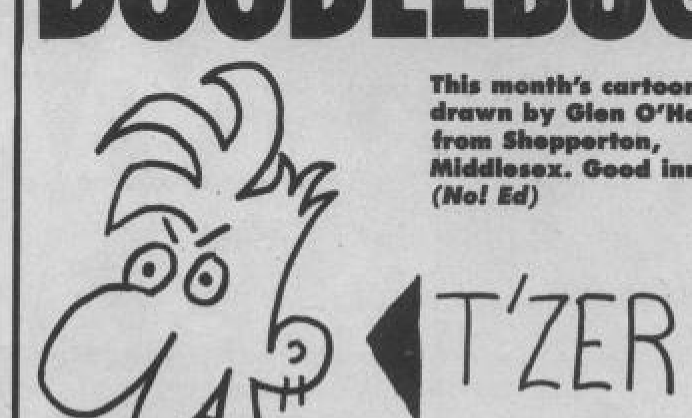
Please Say if you are not Perfectly Satisfied with my Pleasant Script which is Painstakingly Scribbled on Personal Stationery. People Say I'm Perfectly Sensible but I'm Pretty Sick of Phil South using my initials on his letters.

Phillip Stocks
Watford, Herts

Perhaps Signing his Personal Scribblings Phil South is Purely Senseless but Proving Such a Piddling Sin Puts Strain on Peabrained Staff and makes Phil Seem like Priaprismic Sloth. In other words it's just a coincidence and Phil says he's sorry. **Ed**

DOODLEBUGS

This month's cartoon was drawn by Glen O'Hara from Shepperton, Middlesex. Good innit? *(No! Ed)*



Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.

Letters

WORRA BERK — MAN

After months of reading your mag I have come to the conclusion that one reviewer stands way above the rest. He is Marcus Berkmann. If he gives a game nine out of ten, buy it! His review of *Into The Eagle's Nest* started this run of great reviews: *Arkanoid, Head Over Heels, Wolfan* and *Hydrofool* to name but a few of them. One review has ruined his great reputation, the review of *The Living Daylights*. Okay the graphics aren't very good but only because of the colour clash. The game is one of the most addictive I've played. So keep up the good reviews.

Brian Sharp
Macclesfield, Cheshire

How did you know Marcus was seven foot five inches tall? **Ed**

POSTMAN PRAT

Pheargh gargle argh rumble grumble ick nearh leargh ach ugh groan hurh slurp ack tromble yeargh sign.

The Heavy Breather
A Phone Box In Ludlow

PS Sorry I couldn't phone as I didn't have a 10p.

You don't fool me. I know who you are. Only someone who works for British Telecom wouldn't have 10p to make a phone call so you've got to be from Firebird. But I won't embarrass you, Tom Watson, by mentioning any names. Haven't you got anything better to do than write obscene letters? (Like writing obscene press releases.) **Ed**

SMALL PRINT

If you print this letter I'll send you a badge
Sean (B*st*rd) McEvoy
Well, thanks very much. **Ed**

I hope you do not mind my mistakes. I'm not an Englishman!
Jann Romer, Zürich, Switzerland
I s'pose you're some big Swiss cheese! **Ed**

Please could you send me a 10 x 5 Athena poster, but put T'zer in place of the incredibly muscly lady.
Roy Pittendrigh, Morpeth
It would have to be 100 x 50 to fit T'zer in. **Marcus**

Is the *YS* team sex mad? Or is it just the readers?
Staple Flux the Grog
Wahay! Oo-er! Cor! Wollop! No, just the readers! **Ed**



TRAINSPOTTER AWARD

FORGET ME NOT

I claim my Trainspotter Award because you forgot to publish my letter in the June issue of *Your Sinclair*.

Robert Wilkins
Llangunor, Carmarthen

How remiss of us. You're quite right we did forget to print your letter so you're now the proud owner of a Trainspotter Award, though we'll probably forget to send it. **Ed**

CLAP TRAP

I claim to be a world class Trainspotter. In the October issue I was reading Screenshots when I found in the *YS* Clapometer on *Championship Basketball* "Graphics 7, Playability 8, Value for Money 7, Addicteness 8" Addicteness! Who can't smell, I mean spell, eh? Well whoever it was, I advise them to go *Back To Skool*!

Scott Brennan
Whitefield, Dundee

Whoops! Well spotted we wondered when somebody would notice that. Quite good for a deliberate error doncha think? **Ed**

BASKET CASE

I've just received the September issue of *Your Sinclair*, and after carefully analysing the contents page, (I don't know why I didn't just read it) I found to my complete and utter HORROR that a certain, eagerly awaited review had been mercilessly omitted. The review in question was that of *Basket Master* by Imagine. So where is it?

John Forth
Wisbech, Cambs

Where indeed? Unfortunately we couldn't put the review in, due to circumstances beyond our control, in other words, the game has been delayed until December and it's not our fault it wasn't in the issue as promised. Anyway if you'd read the small print you'd know we did say 'barring acts of God, like Castle Rathbone getting demolished, the Ed being run over by a No. 37 bus or Phil running out of sandwiches: Okay I'll come clean — Basket Master wasn't in the issue 'cos Phil ran out of sandwiches. **Ed**

GREAT BALLS OF FIRE!

Ehehehehe bruuummmm *Road Blazer* wow what an arcade machine. Put your foot down and watch it burn the rear wheels, zoom off and blast the cars. Try to catch the the extra weapon on the roof and drive through green balls for fuel but beware of limousines, they won't blow up. Wow for just 30p.

Matthew Oakley
Darlington, Co Durham

Do what, John? Are you sure you've written to the right magazine? Maybe you meant to send it to Gardener's Weekly. **Ed**

WORRA DYLAN

STAR LETTER

Here's a poem written in my native tongue, dedicated to you.

Ta an gaoth ag screadagh tri
mo poll,
Gan stop, gan stad.
Ta do bhrollach cosuil le
dromaill mor.
Ta do chose cosuil le bad.

B'fheidir nach bhfuili tu
mhaighdean,
Ach ba mhaith liom tu a
leagann.
Ciontaigh me me fein,
Nuair a bhfuil tu i mo aigeann.

Roughly translated, this poem praises your beauty, and it ends in a suicide attempt because of the writer's unrequited love.

Ciontaigh O Cialla
Carryblusk, Co Cork

Cor blimey worra rhyme
'Cos it's in your native tongue
To end it all, is a crime
So to you software I will bung...
Roughly translated, this poem
in my native tongue, says you're
the Star Letter winner. **Ed**

DESERT ISLAND DISKS

This month's castaway, noshing on nettle roots and coconut milk, is **Glen O'Hara** from Shepperton in Middlesex — who by a weird coincidence, was also the funster who supplied us with that evilly accurate T'zer pic elsewhere on this page. Talented feller, huh?

Heavy On The Magick/Gargoyle
I'd have to keep me mouth clean, wouldn't I? I'd gargoyle with this! Sheer brilliance from Roy and Greg.

Knight Tyme/MAD
U lurve that sprite — strut that funky stuff yeah! Brilliant graphical adventure with cool graphics.

Stormbringer/MAD
How much is ol' David Jones paying me? Megacool (but complicated) game which I still haven't finished. Arrggh!

Head Over Heels/Ocean
Probably the best game ever to hit the dear old Speccy (solution for Egyptus, anyone?) but I think it's biased against Heels — he always gets the bad bits!

Barbarian/Palace
Splat! Hey, look at this poster! Wayhay! The best combat game ever.

Chuckie Egg II/A 'n' F
Bear dung up against today's games, I know. But I love it as the best platform game ever — and who could survive without a JSW clone?

Daley Thompson's Supertest 128/Ocean
Give me something to look forward to, wouldn't it? I could build a multi-storey car park and an indoor sports centre while it was loading!

Nemesis The Warlock/Martech
Brill graphics and playability — a Martech winner!

What are your eight fave games? Write to Desert Island Disks and tell us. You could win a badge and three brand new games! Whoopee!

KINDLY LEAVE THE STAGE...

This month's crap jokes come from **David Marr** of Blackley and **Lorraine Makepiece** from Thornbury. I say I say I say...

Knock knock! Who's there? Cornflakes! Cornflakes who? I'll tell you next month 'cos it's a cereal!

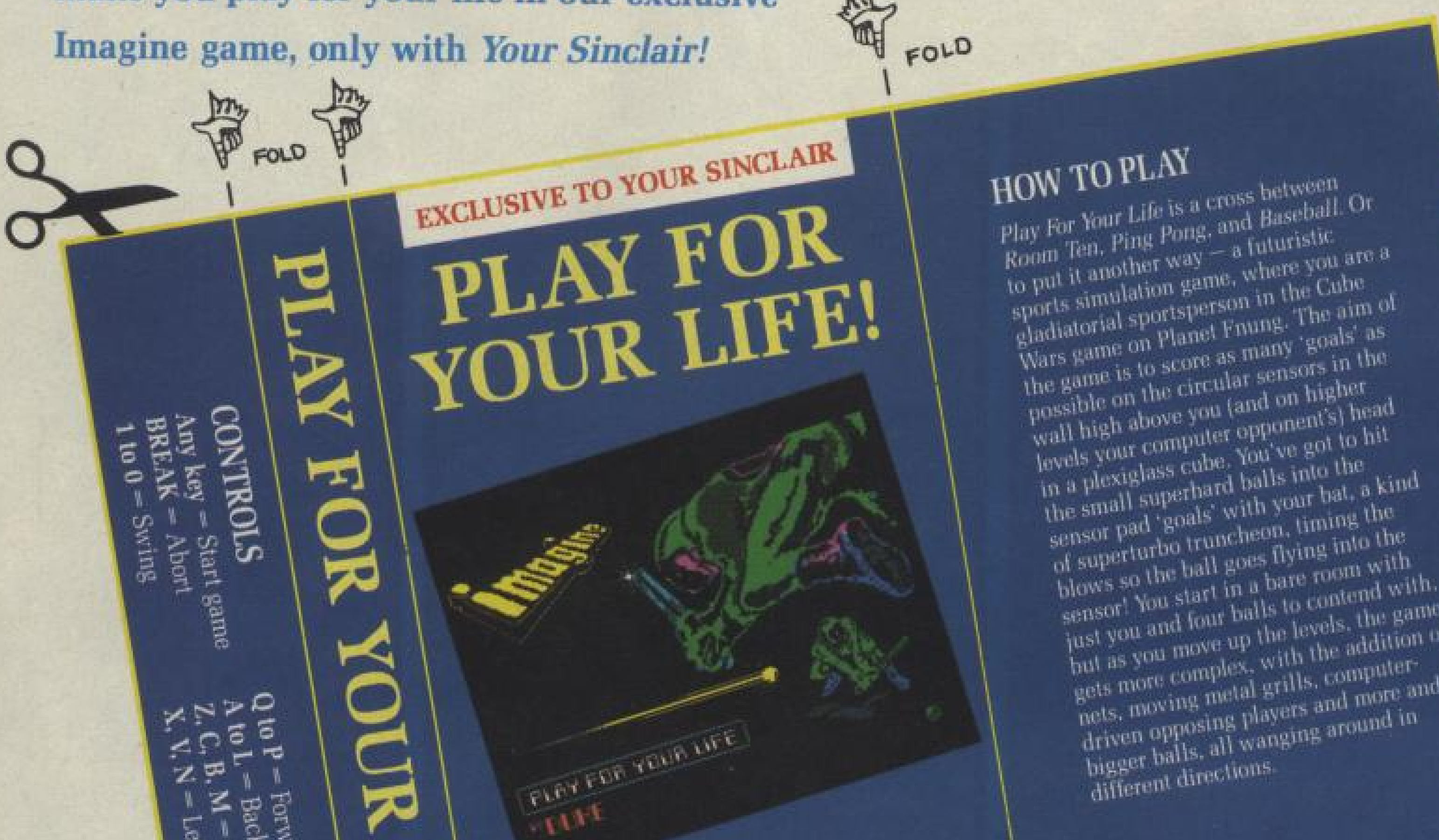
How do you circumcise a whale? Send down four skin divers!

Have you got an abysmal gag that you want the world to hear? Then send it to Kindly Leave The Stage, *YS*, 14 Rathbone Place, London W1P 1DE. There's a glistening enamel *YS* badge for every one printed!

READ ALL ABOUT YOUR EXCLUSIVE IMAGINE GAME – IT'S A WAY OF LIFE!

PLAY FOR YOUR LIFE

We've run you ragged with *Road Race*, put your brain in the blender with *Batty*, now we're going to make you play for your life in our exclusive Imagine game, only with *Your Sinclair!*



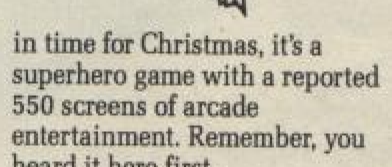
Indeedy doodie! We've done it again. Another full price game on the cover of *Your Sinclair*, just for you. How can we continue to bring you so much entertainment? 'Cos we're completely skill, that's how! And it is complete, too, with more levels than a spiral car park and easier to fit in your front room too. None of this fledgling demo nonsense, we give you a fully fledged game that you can play for the rest of your life... if not longer. So if you're just standing in WH Smiths reading this, make like a cold cure and don't waste a second! Nip over to the cash desk and buy it, 'cos we guarantee you won't regret it. And believe us when we say that if you get any sleep in the next few weeks, you're not playing it right. It's fast, addictive and brilliant fun. Of course, the best bit about all this is this megagame won't be on sale anywhere else, so if you want to get ahead, get *Play For Your Life*.



As the game begins, you're faced with the empty court and four balls hovering in the corners of the room. The main tactic here is patience, waiting until the balls detach themselves from the wall and bounce towards the centre, where hopefully you'll be waiting, ready to bat it into the goal sensor.

Oh yes, and you really must watch out for Duke's (the guy who programmed *PFYL* and *Movie*) next game on the Ocean/Imagine label, probably to be called *Phantom Club*. Released in time for Christmas, it's a superhero game with a reported 550 screens of arcade entertainment. Remember, you heard it here first.

Okay? And that's about it. We hope you enjoy *Play For Your Life*, and if you get a long way into it, let's see a lot of maps, POKEs and tips for it in the *YS* Tipshop, eh? Good! We knew you wouldn't let us down.



Some of the higher levels feature moveable barriers and bigger balls (oo-er), plus a fancy computer controlled robot to battle against. This is when things start to get really hard, 'cos robot baby is a lot faster than you and has a lot of factory preset experience in the game. So keep on sluggin'!

GOT A PROBLEM?

If for some reason your tape fails to load, even if you've corrected your deck with an azimuth alignment program and screwdriver, here's what you do. Send your tape in a large, strong envelope, or better still, a big 'jiffy' bag, to *Play For Your Life* Return Dept., PO Box 320, London N21 2NB, and enclose a smaller envelope or bag with your address and at least 18p in stamps on it. Please don't send your game to us at the *YS* office, as we can't deal with it here, and this can cause delay. Overseas readers please note that the exclusive copy of *Play For Your Life* is available only on copies of *Your Sinclair* sold in the UK, and all subscription copies. So if you do live overseas, the only way to get copies of exclusive cover games and gifts is to get a subscription. Look out for news of the next giveaway game in forthcoming issues of *Your Sinclair*.

THE NEW SINCLAIR HAS ONE BIG DISK-



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ADVANTAGE.



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HINTS 'N' TIPS

YS TIPSHOP



Chomping your fave games into byte sized pieces, it's Phil South with more mounds of your hints 'n' tips.

You know, there's nothing I like better than a M&S bacon, lettuce 'n' tomato sarnie. Weeell, mebbe one thing. I'm absolutely addicted to *Solomon's Key* from US Gold. No, it's true, I can't leave it alone. Take my advice, go out and buy it immediately. Yes, and then you'll be able to take advantage of the brilliant *Solomon's Key* tips we've got in this edition of the Tipshop. Excuse me, I must just nip off for one more go. (Rattle rattle, curse, rattle rattle, rattle rattle...) Yahoo! The new hi-score from P Snout, 108,800! I done the skill! Have you got any better scores on this megabrilliant game?

Okay, down to business. There's lots to read in this month's Shop, with tips on *Solomon's Key* (Yes, I know you already know), *Slap Fight, Deathwish III, Zynaps* (map last month), *Army Moves, The Living Daylights*, plus many many more! There are also maps of *Coconut Capers, Survivor, Quartet*, the second part of *Thing Bounces Back*, and *Wizball*. Phew! Wotta mailbag! Still, not to worry, I'm sure Art Ed can fit it all in. (*No I can't! Art Ed*) Yes you can Pete, use a shoe horn. Okay, they're off!

Zynaps

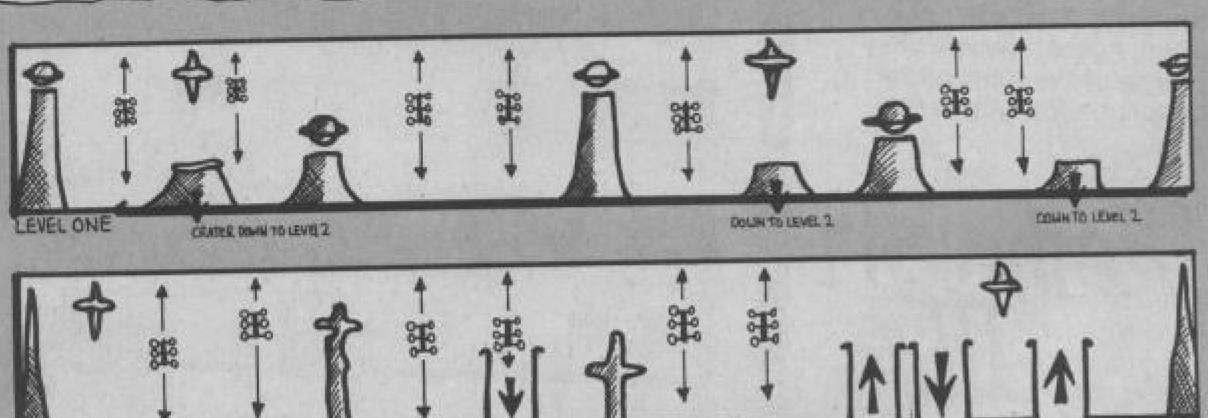
● **Andrew Males** haz been zipping through *Zynaps*, and zure enough he haz emerged dripping with tipz. Ze stage is yourz, Andy Zynaps! ***"Level 1* is easy. Just keep shooting the green aliens until you get the last weapon, and destroy everything in sight. Then collect the seekers (with the sights) then wait till you get to the end and hold down fire while dodging the missiles. On *Level 2*, it's best to stay in the top left corner and dodge those rocks and collect extra firepower, but nothing else. Shoot the white missiles as soon as possible. Once again collect the seekers and hold down fire. Boom boom! *Level 3* gets a bit harder. Stay on the right, dodge the bubbles and get those pink things. Collect only extra firepower again, and hold onto it until the end of the level and shoot the ship out of the screen. The secret is to go up and down, firing all the time, dodging the bullets. It will either blow up or move off after a time. *Level 4*, upwards the level is different depending how many lives you have, but in general: keep firing, think ahead for which weapon to use, and get to know the layout and hope for the best!"** I always do, Andy, I always do.

Jet Set Willy Helpline

● I've had so many letters about *Willy* lately, that I thought I'd print this note I've had from a megatipper who's prepared to take on all your problems... thereby getting them off my back. Ahhh! That's better. The lucky guy is **Paul Thomlinson**, and if you send him a sae, he'll send you maps, tips and POKEs for the dreaded game. And let that be an end to it! Write to: *Jet Set Willy* Cornucopia, Paul Thomlinson, 5 The Ghyll, Ellenborough, Maryport, Cumbria, CA15 7BQ. Phew! That's a weight off my desk.

Army Moves

● Just a quickie (oo-er) about that fab Spanish doings, *Army Moves*, from lounge lizard **James Scott**. **"Chello, chow are yoo? Chi espeak good eengleesh! I learn eet from a book... just a quick tip for that incredibly hard game *Army Moves*. It's the code to stage five, and it's 27351. Aren't I brill?"** Why, yes you are, me old fruit salad. Thanx also to **Martin Saunders** who got it too. Chee-hars!



WIZBALL

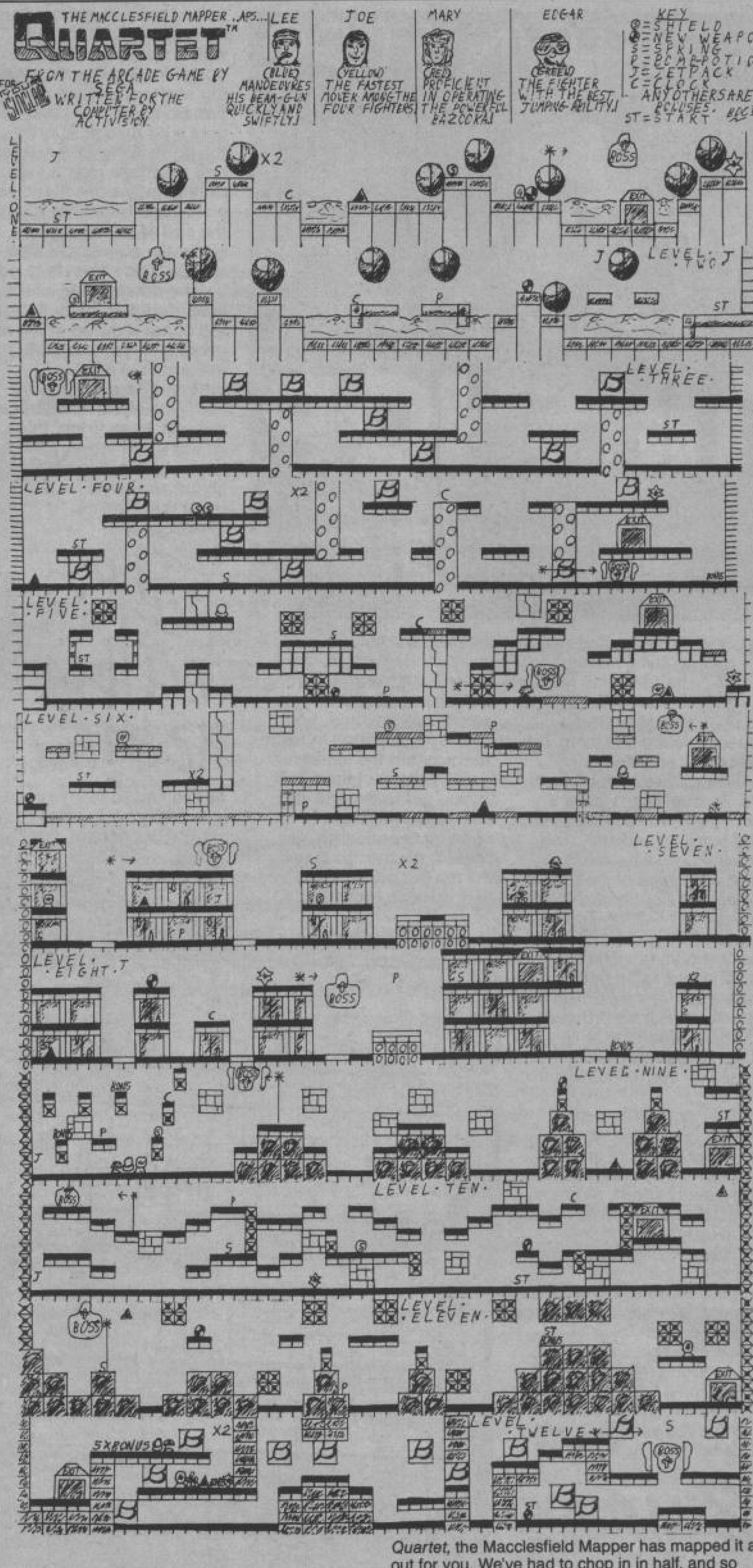
● Jumping Jack Flash it's a map map map, it seems. **Paul Adams**, who sent me six maps this week has done it again. *Wizball* complete, and not a POKE in sight! Wowser wowser! It's very handy to have a mappington of this very hard game, even if it's just for the sake of knowing what''s just beyond the screen. Brill!

Agent X

● For this complete solution to *Agent X*, we have **Luke Wilson** and **Anthony Ditchfield**. I'm glad you sent me these 'cos… (*Excuse me, Phil, can you hurry it up, 'cos I'll never fit it all in otherwise. Ta! Art Ed.*) …Oh, er, alright… ah… er… and here it is! (Ta-da!) ***"Level 1:* Stay as far back as possible and jump only when the holes come. *Level 2:* Move left, when someone comes along, jump up and give them a flying kick to kill him/her/it. Even use it when you jump over carts. *Level 3:* If your joystick has an autofire option USE IT! Move your sight back to the middle between shots. *Level 4:* On this part you have to fly out to sea, pick up a bomb, plant it and fly back again. For the land part, go along at the centre of the screen. When you reach a missile, stop just before it and wait for it to explode. For the opening doors, wait till they are just wide enough for you to get through and go. Over the sea, fly as close to the bottom as possible, firing all the time. At the oil rig, change direction to turn round, and you'll fly past the rig. Land on the bomb, take it back to the beginning, land on the lab to place the bomb, and return to the rig and land. That's it!"** Well done, Agent n (where n=a couple of x's). Your secret tippers badges are on the way.

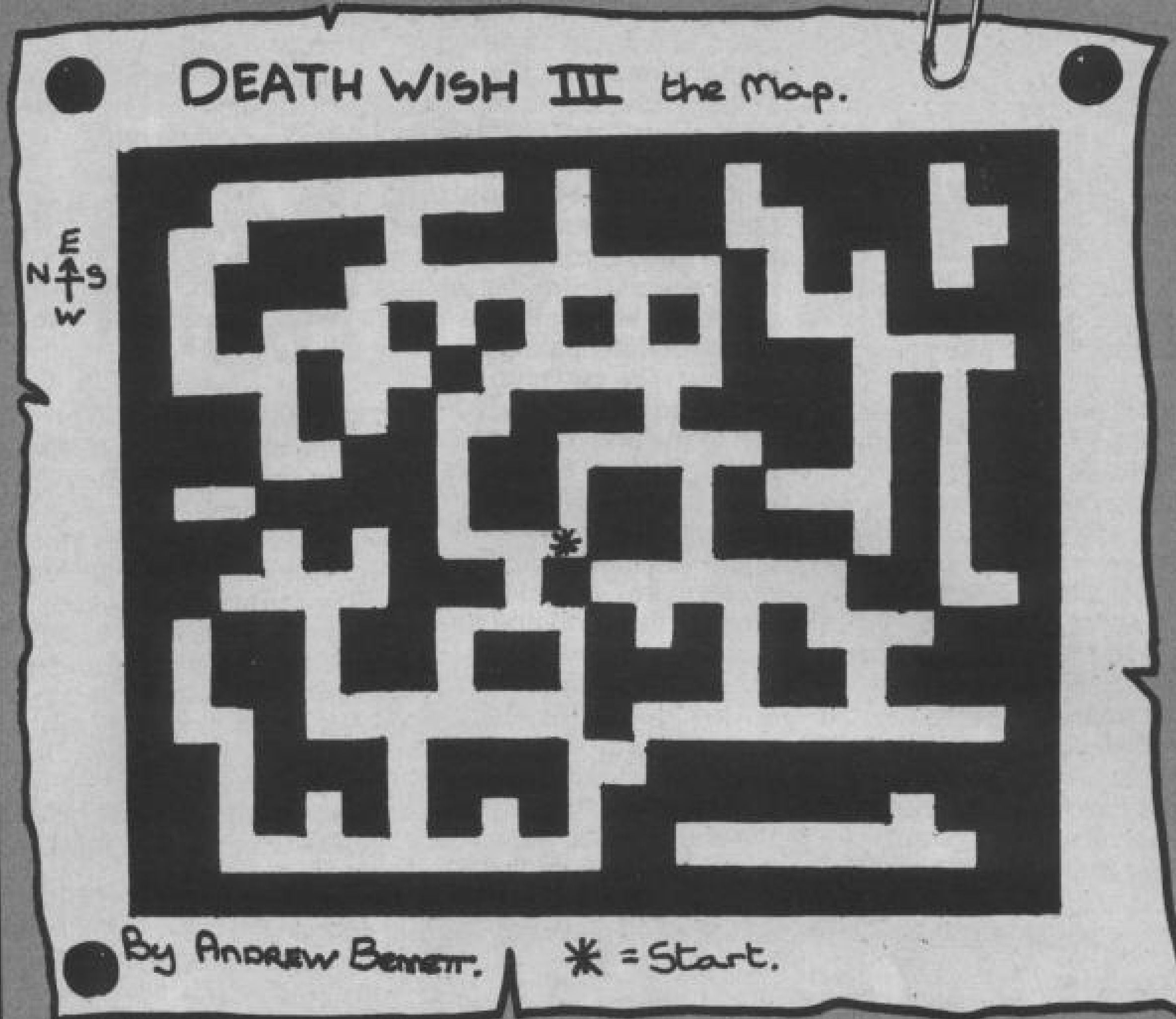
Deathwish III

● Ah yes, Truth, Justice And Splatter The Punks All Over The Sidewalk time again! It's a fab little Charlie "Shorty" Bronson tip from **Simon Matthews. "The first and most important thing is to shoot the thugs only. Don't shoot the women or the medics, as these can't be killed and only waste ammo. Don't shoot grannies, tables, chairs or TVs — you lose points for grannies and get no points for furniture. Don't shoot too many cops, 'cos when you've cleared the streets of thugs, the cops swarm the streets shooting at you, and your injury level shoots up. When**



● In case you don't know what's awaiting you in *Quartet*, the Macclesfield Mapper has mapped it all out for you. We've had to chop in in half, and so look out in next month's Tipshop for the next exciting installment. Yabba-dabba-doo!

your injury level is high, enter a house and find a room where you can see both sides. No thugs or cops can enter the room to harm you, so you can just stand still until your injuries go down. It's best to go after the gang leaders only when you have two or three weapons with lots of ammo, because the thugs swarm the streets and a lot of ammo is needed to clear them. To conserve ammo while walking around the streets, use the hand gun. This uses fifty rounds which fire off very slowly, making it last longer. To clear crowd scenes, let off short bursts of machine gun fire. Wait to see if the thugs fall down, 'cos they take a while, and you don't want to waste bullets if they're already hit. Save the rocket launcher for when you meet a gang leader, to clear the thugs all around him. Shotguns have limited ammo, fire quickly and are handy if you don't have a machine gun. One last thing, shoot out all the windows to gain extra points." Thank you, Simon. First tip for *Deathwish*, and a fine, young cucumber it is, an' all!



Deathwish III

As well as inferring that Mike Gerrard makes up the *Subs Club* letters (oo-bitch), **Andrew Bennett** has played and mapped *Deathwish III* for us. Okay, we'll let you off this time, but say that about Mike again and we'll blow your head off with a bike pump. Make my day, punk!

TIP O' THE MONTH

Solomon's Key

It's about time I contributed some of my own hints to the Shop, and so here are my tips on how to get through the first seven screens of this superduper coin-op conversion.

Screen One: First whip the left hand brick out from under the guard as he walks along the platform. Then press duck/fire, fire, duck/fire, fire, duck/fire, fire. Get the key and work your way up to the exit. Get the gems on either side of the screen if you must, but don't worry about them. Enter the centre block from the side and get the three trinkets, not forgetting the other three hidden in the bricks underneath. Then wait for the bird to bounce off the wall on your side and pass you, and jump on the platform behind him and scoot to the exit.

Screen Two: Step forward one brick and press fire. The animal will walk towards you and drop down the hole. Press duck/fire and step forward and press fire. The same thing happens. Now press duck/fire, step forward, jump/fire, fire, and the creature will fall down again. Now repeat the last sequence, and the creatures will begin falling down the centre of the screen. Cross the gap by placing a brick in it, stepping over and then removing it again. Then you're free to get the key and get out.

Screen Three: First place two bricks in the right hand corner of the compartment. Wait till the fireball goes over your head. Jump, fire, jump, fire and you're into the next bit. Go through the wall and press duck/fire, forward, duck/fire, and jump over the first spider as it comes for you. Wait for the second one to go all the way round and through the tunnel you just came through, and then seal it. Jump down past the bird. Get the key and release the spider, jumping out of the way to let it pass. Jump down into the next bit and shoot a fireball at the guard. Get the bag, and headbutt the brick under the bird. Get the trinket and climb up to the last bit. Wait until the llamas leave you enough space and then duck/fire, forward, fire, jump, duck/fire, forward, and duck/fire. Then you're in!

Screen Four: Well, yes. Okay, so you can just walk straight across. But it's a good idea to spend some time rescuing the angels at the top.

Screen Five: Very tricky. As fast as you can, drop a brick in front of you, back up one and drop one beside it. (The devil will drop down and kill you, if you don't.) Build a little staircase to the top spider and then build a bridge to his brick. Let him walk across it and jump over him, destroying the bridge behind you. Jump and steer yourself underneath to get the key. You'll probably get killed, if you don't get off the floor level as soon as you can. Otherwise make a staircase again and this time go up and over the spider and drop down into the exit.

Screen Six: Gotta be fast. Wait till the birds bounce off the bricks and the devils drop. Press duck/fire, forward, fire, jump, fire, jump, fire, jump, duck/fire. Wait till the birds are out and drop down, aiming for the key, then aim to miss the eagle. Turn and shoot it with a fireball. Get the bag and the gem and make your way up carefully to the exit.

Screen Seven: Get the fireball bug, and make your way up to the key. Having got it, you must place bricks repeatedly in the way of the fireballs being thrown by the eagle, and leap up and headbutt the bricks in your way. Then in between fireballs, jump up and over the devil generator and drop down behind the eagle to the exit.

And there you have it, the first seven screens. I've got further than this (*Yeah, yeah! Ed*) but I haven't got room to tell you about it yet. So look forward to more next issue.

The Living Daylights

● My name is Snout, Phil Snout. Stay perfectly still, because this sandwich is lined with nitro and one chomp will send us all sky high… Sorry, I will have my little jokes, and I do like James Bond impressions. So now, without much further ado, we have the first part of the solution to *The Living Daylights*, from **Daniel Sullivan**. "***Level 1:*** **Use the paint gun for the snipers and when you get to the end of the level swop to the Walther PPK. When you've shot him run to the end of the level and you're out.** ***Level 2:*** **Choose the night glasses (binoculars) and swop to them to tell the music lovers from the snipers. Shoot the snipers on your way out, and as you don't have to kill anyone to leave, just run out.** ***Level 3:*** **Let the weapons counter count down, 'cos you don't need any weapons for this. Just leg it across the level, ducking and jumping, making sure you stop to avoid the falling pipes. Just run to the end of the level to finish.** ***Level 4:*** **This one's quite hard. Choose the bazooka and look for the agent with his explosive milkbottles. Hit him three times in the head and he'll disappear. Shoot the snipers, jump over the craters, take a few steps and you'll see the geezer with the milkbottles again. Repeat this until you reach the end of the level and shoot the helicopter with the bazooka. Hooray!"**
Hooray indeed, my little counter espionage chaps, until the next exciting episode, next month.

Forbidden Planet

● And now we have an interesting tip for *Forbidden Planet*. Ever since *Zub*, programmers have been interested in making hidden games within other games. Design Design has been naughty and put a couple of extra games in its recent *Forbidden Planet*. Ha-ha. **Andrew Wales**… any relation to Andrew Males? No? Okay, Andrew Wales has discovered that if you hold down 0 (zero) while the game loads, you get a game of *Space Invaders*. (Keys — Z, X and SPACE to play, F to finish.) And while you're playing the proper game, press 1,2, and 3 to get another game called *Whino Hunt*! Thanx a lot, Andy, but this doesn't mean you get three badges! Ho ho.

Vampire

● Another quickie (All together… "oo-er"!) for that chart-topping *Vampire*. **Mark West** and **Robert Morris** both wrote to me to say that if you press 1,2,3,4 and 5 together, it teleports you to the final screen where you can shoot some spiky baddies and win the game. Take that, you spiky toothed, undead little Transylvanian, you!

PRACTICAL POKES

Once more into the ROM disassembly, dear hackers, Yes, it's ZZKJ!

Oh no! Another pile of POKEs! Still, it's nice to see all you crackers out there still alive and kicking. Lots of interesting stuff here, the usual useful stream of POKEs, but also a most surprising cheat mode for *Saboteur II*.

Zynaps

Okay, enough of this, on with the hacks. **Ariya Priyasantha** has sent me this one for *Zynaps*. To use it, RUN the hack program and play the fame tape from the start. In answer to your question, yes! you do get a badge.

```
10 REM ZYNAPS HACK (C) 87
 PRIYA
20 CLEAR 24999:LOAD "" CO
DE
30 POKE 45008,255: POKE 4
9552,24
40 LET L=USR 32768
```

Saboteur II

On any level of *Sab II*, go to the bottom floor of the armoury, kill the guard with a handy wrench, then go and stand by the nearest box. Press down and you'll go down a concealed ladder into a secret chamber. Go to the chest you'll find there and you'll be immune to injury. Many thanks to **D. R. Jones** for this fascinating trick.

Hive

Next, it's down to **David Brankin** to give us invulnerability in Firebird's *Hive*. Use it in the normal way (RUN it, then load the game) except you mustn't have a Kempston joystick interface connected, otherwise the hack will crash.

```
10 REM HIVE HACK (C) D
.J. BRANKIN
20 CLEAR 28300: LET t=0
30 FOR n=65508 TO 65535
40 READ a:POKE n,a:LET t=
t+a*PEEK a
50 IF t<>447152 THEN PRINT
 "DATA ERROR":STOP
60 RANDOMIZE USR 65508
70 LOAD ""
80 DATA 243,62,56,237,71,
237,94,251,201,50,201,150
90 DATA 241,255,237,77,24
5,62,167,50,21,133,24,241
100 DATA 0,0,0,24
```

Quite A Few

Adrian Davis is quite simply the hackiest hacker of the month, having come up with the goods for *Dr Destructo*, *Heist 2012*, *Ghostly Grange* and *Tomb Of Syrinx*. RUN it and load the game from the beginning, being sure to delete any POKEs you don't want by rubbing the line on which it sits.

```
10 REM DR. DESTRUCTO HACK
 (C) ADRIAN DAVIS
20 BORDER 1:PAPER 1:INK 7
:BRIGHT 1:CLS:CLEAR 24999
30 POKE 23739,82: POKE 23
740,0:LOAD "" SCREEN$
40 PAPER 2:INK 2
50 PRINT AT 0,0;: LOAD ""
 CODE 25026
60 PRINT AT 0,0;: LOAD ""
 SCREEN$
70 BORDER 0
80 POKE 39119,0: REM INVI
NCIBLE
90 POKE 39136,0: REM INFI
NITE LIVES
100 RANDOMIZE USR 34147
```

```
10 REM HEIST HACK (C) A.
DAVIS
20 BORDER 0:PAPER 0:INK 5
: CLEAR 25999
30 LOAD "" CODE
40 POKE 36106,12:POKE 361
90,12: REM INFINITE LIVES
50 RANDOMIZE USR 32766
```

```
10 REM GHOSTLYGRANGE HACK
 (C) ADRIAN DAVIS
20 BORDER 0:PAPER 0:INK 0
:CLS:CLEAR 32767
30 LOAD "" CODE
40 PRINT AT 7,0;:LOAD ""
CODE :POKE 40654,12
50 RANDOMIZE USR 39202
```

```
10 REM SYRINX HACK (C) A.
 DAVIS
20 BORDER 0:PAPER 0:INK 0
:CLEAR VAL "24063"
30 LOAD "" SCREEN$:LOAD "
" CODE
40 POKE 58046,0:REM INFIN
ITE LIVES
50 POKE 57286,201:REM NO
NASTIES
60 RANDOMIZE USR 63744
```

Yet Another Few

Wow! I thought our last hacker was the hackiest. How wrong could I be? Here, with some marvellous Multiface POKEs, are **Marcus** and **Damian Conway**, Bolton's famous double act. The list was long, but here are the edited highlights.

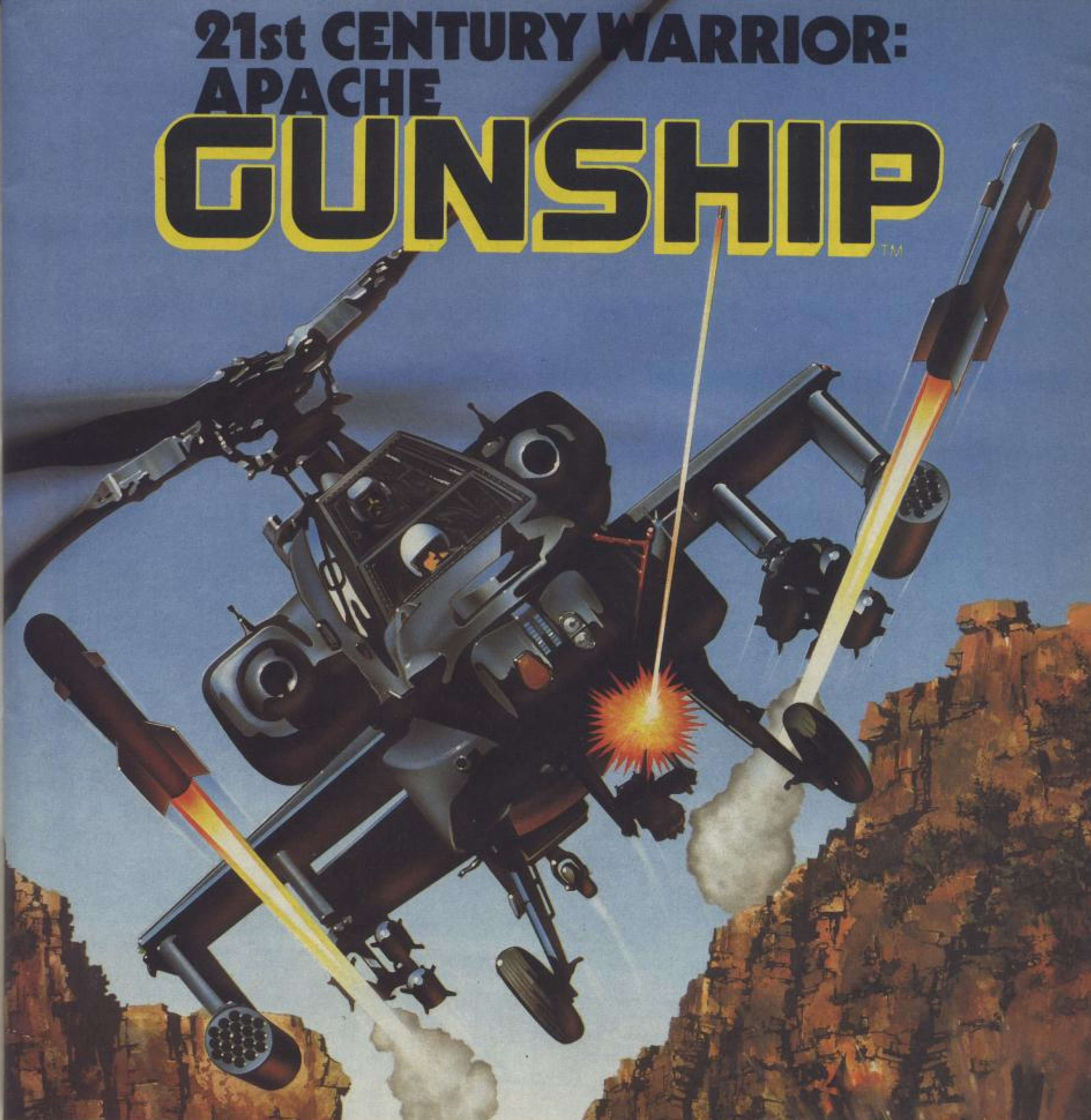
Game Over Infinite Lives 39333,0 & 38691,0
Infinite Power 39273,201 & 38631,201
Infinite Grenades 32416,0 & 32378,0
Living Daylights Infinite Lives 38913,201
Metrocross Infinite Time 43006,195 & 44490,0
Slap Fight Infinite Lives 48872, 48873 & 48874,0
Inspector Gadget Infinite Energy 54993,0
Great Gurianos Infinite Lives 34962,0

Batty

Well, I couldn't resist it. A quick few minutes with MONS and hey presto! Infinite lives on our very own *Batty*. Special thanks to **David McCandless**, who although he was (once again!) the first to send me a hack on this game, wasn't quite quick enough to beat me. Sorry Dave, better luck next time.

```
10 REM BATTY HACK (C)
ZZKJ
20 CLEAR 60000:LOAD "" CO
DE:POKE 65522,252
30 FOR N=64512 TO 64517:
READ A:POKE N,A:NEXT N
40 PRINT USR 64753
50 DATA 50,56,189,195,0,1
04
```

And finally someone who shall remain nameless wrote asking whether I was a he or a she. I ask you, do I sound like a she? *(Dunno, I can't hear you! Ed)* Anyway, that's all we've got time for this month. Send me your hacks, for new games only please, to: ZZKJ, Practical Pokes, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



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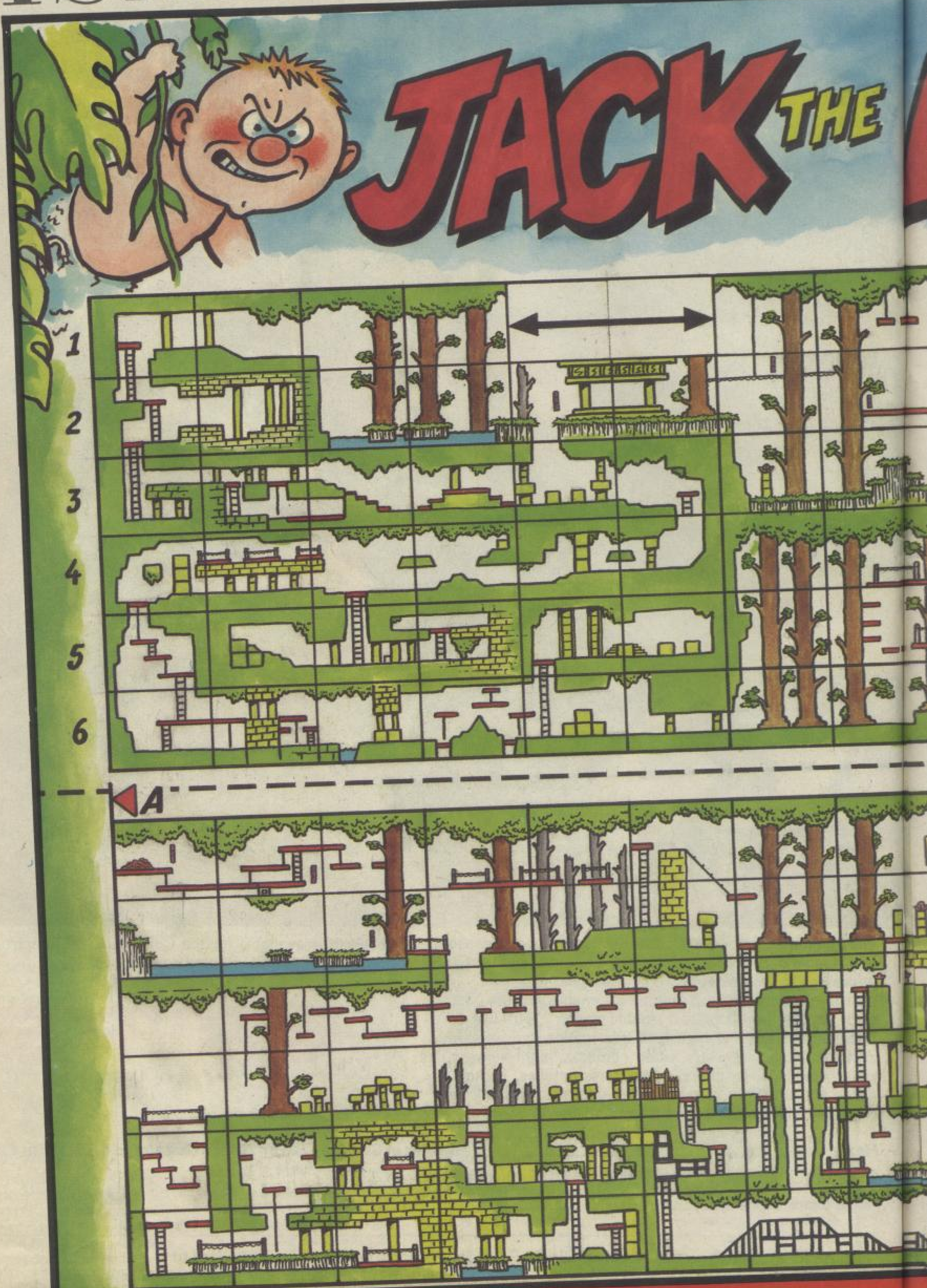
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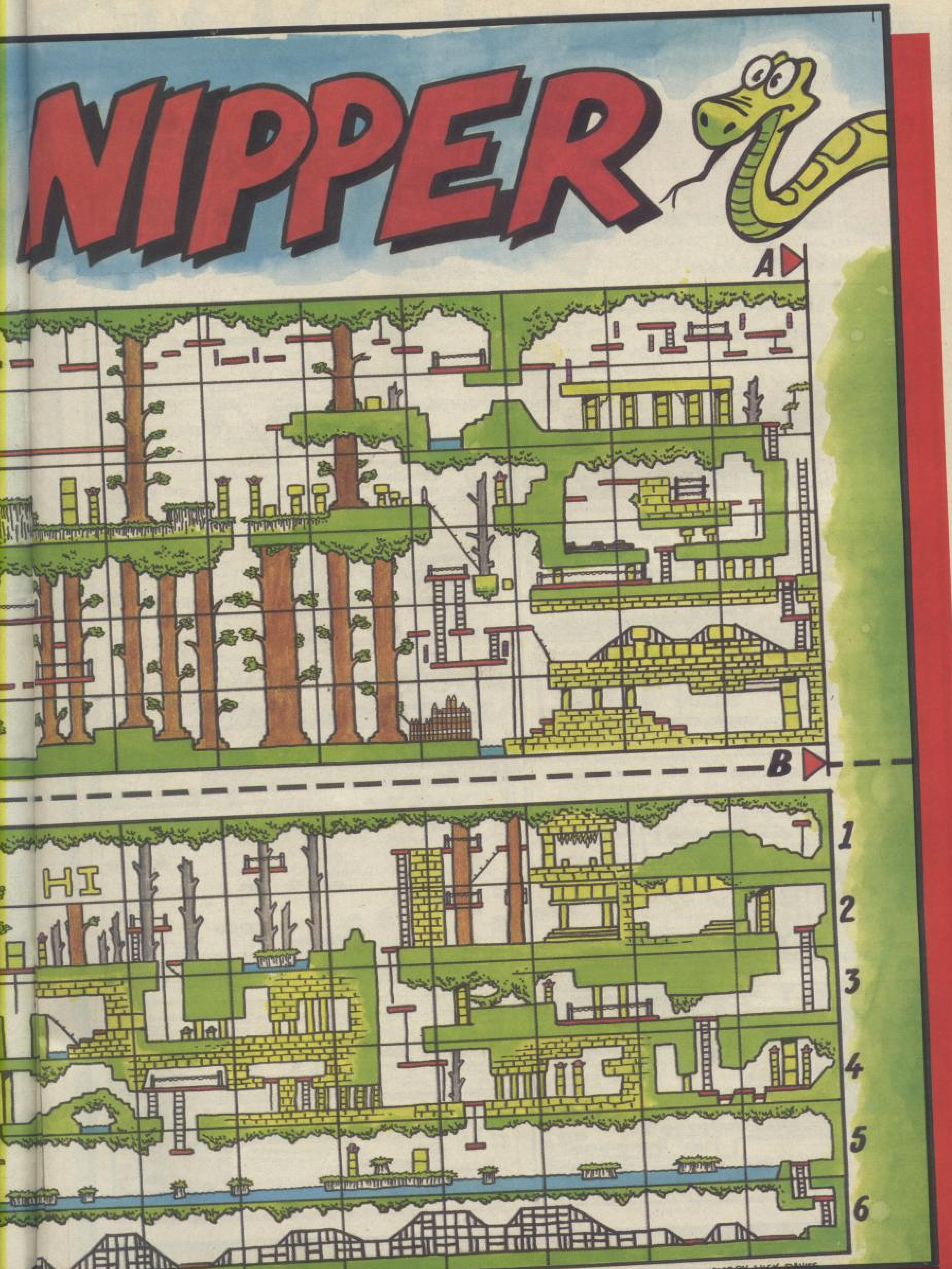
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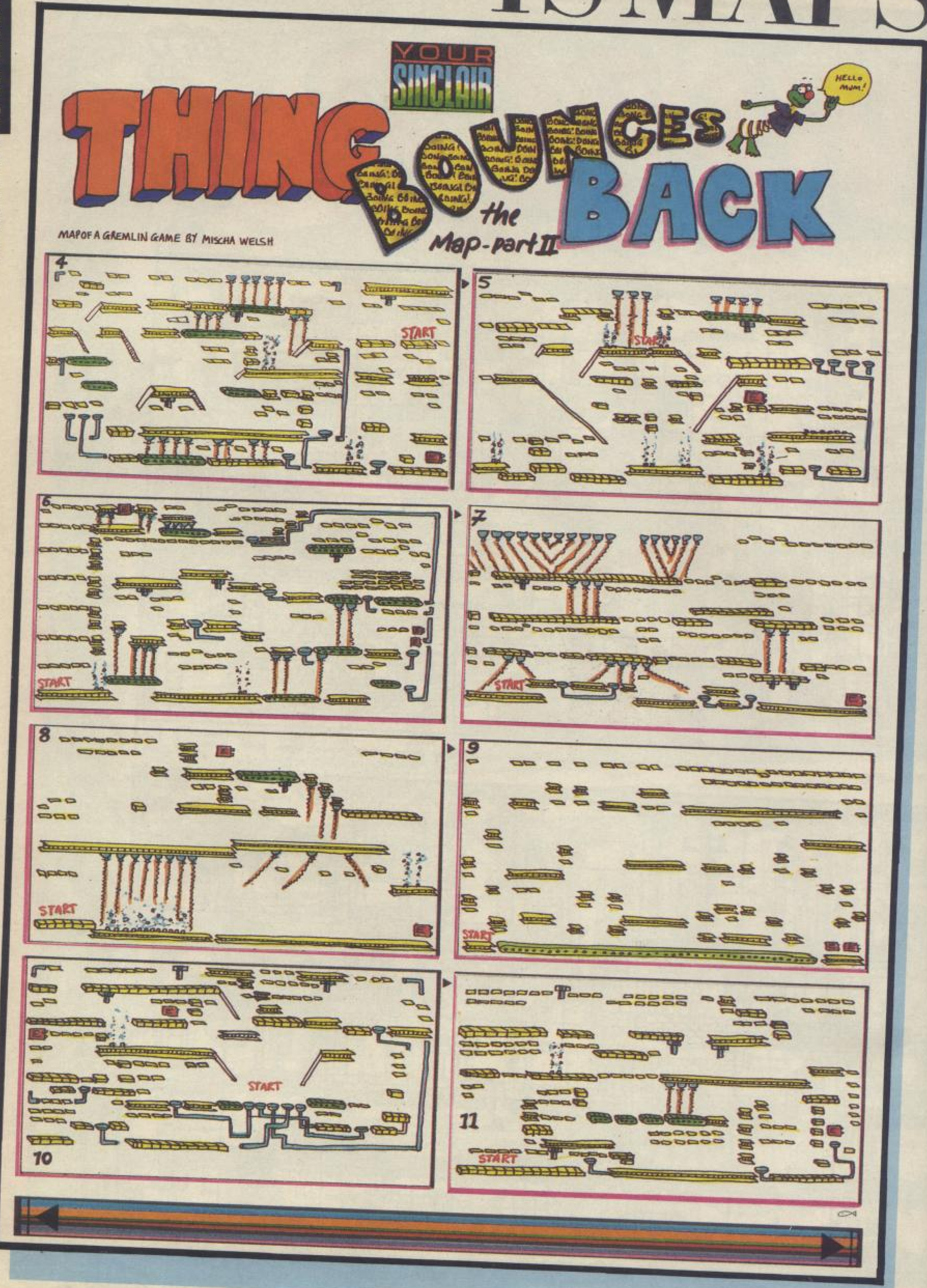
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YS MAPS

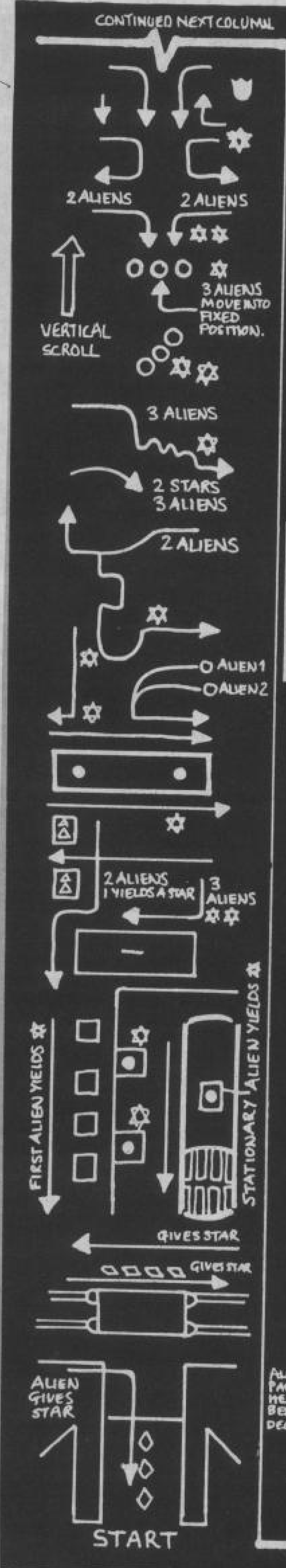



NIPPER
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YOUR SINCLAIR
THING BOUNCES BACK
the Map-part II
HELLO MUM!
MAP OF A GREMLIN GAME BY MISCHA WELSH
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6
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7
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8
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9
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10
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11
START

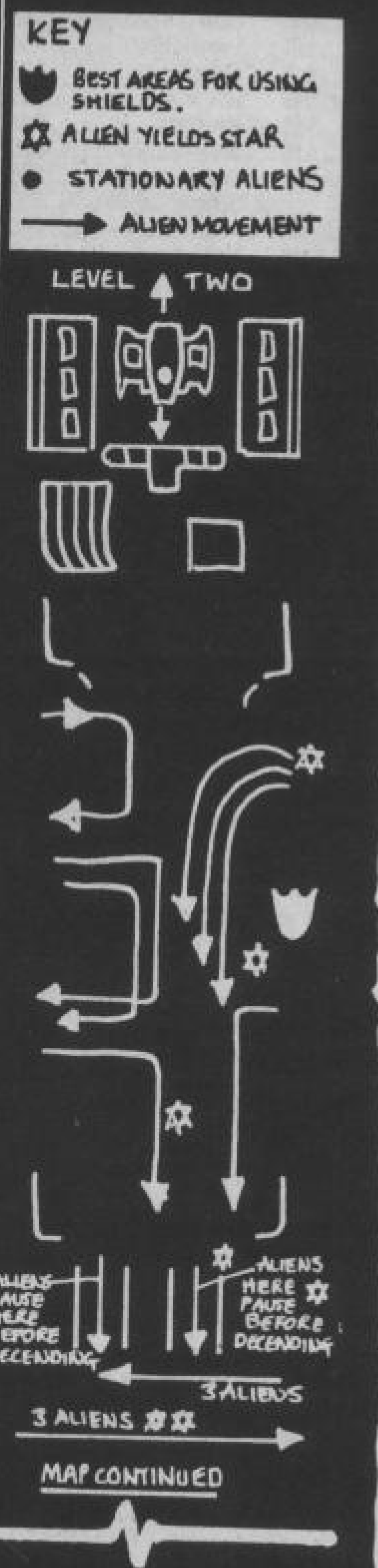
Slap Fight

● Okay, enough of the biggies, let's get down to the nitty-grittys. **Steve Miller** has sent me this stream of tips, so I think it's only fair that I slap 'em in the Shop. Off you go, fruitbun! **"Shoot the first three baddies and collect the stars, and then shoot the two stationary ones. Dodge the two that go down the slide, but don't bother about the baddie that pops up on the right. Shoot the three moving baddies that zip out from the right of the screen, collect the stars then press space. Now you have heat seeking missiles. Now blast everything and wait until you have enough stars for shields. When you come to the six stationary baddies press space. Get the stars and then wait until you have enough stars for a shield and use it when you get to the big baddy. To get rid of him more quickly use a bomb, as it only takes two hits. After the big guy, use bombs because it's easier to destroy the rest of the meanies. But watch it, 'cos they fire in eight directions so fire and move slightly left or right."** Thanx Steve, any other Slappers finished the game?

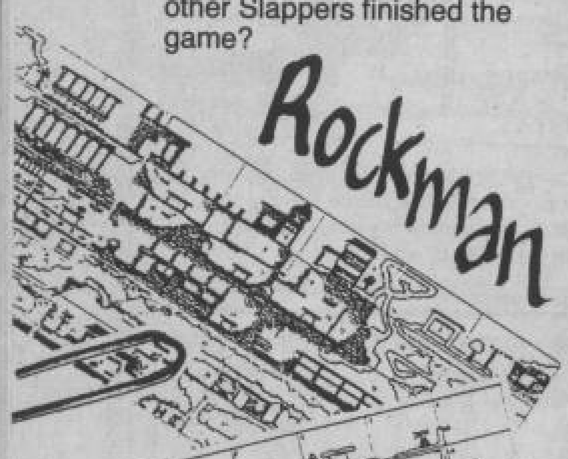


Slap Fight

●Just to prove that my tricky little Pal **Paul Adams** is the slappiest little mapper in the cosmos, here's his map of *Slap Fight*. Long, innit? Still, as with all scrolling shooties it's a good idea to know what to expect around each corner, especially if you want to get through it without getting yourself blasted to pixels!



Rockman



Universal Hero

● As you seem to love the previous freebie maps I've been sending you, I thought I'd give away some more. So if you want superbly photocopied maps of *Rockman* or *Universal Hero* (specially drawn by **Christian Keane**), send a sae to: (fill in name of map you want) Map Offer, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, W1P 1DE.

Catch 23

● A big problem in this game is how to hack the computers to get the elements for the fuel formula. My friend, and yours too for a fee, **Paul Lennox**, has got all the answers written down for you, and it goes like this: (NB: note spelling of Cris, no 'h'!)

CLUE	NAME
The Planets	Anatoli Romanov
Compass	Anne Roberts
Book By Joseph Heller	Catch 23
An Esky	Colin Lassiter
Sugar Bowl	Cris Stavros
Sphygnomanometer	Homero Guevara
Tin Of Wax	Marcel Geurre
Video Cassette	Mario Notrianni
Bullet In Glass Case	Olaf Stenmark
Pair Of Crampons	Oswald Osvaldo
Letter From Sweden	Peter Thomas
Painting Of Eagle	Professor Ning
A Teapot	Professor Wang
Green Rosette	Rudi Appel
Container Of Whiskey	Sean Connolly
Field Glasses	Tracey Court
Some Sheet Music	Zacharias Neumann

●Type in the name of the owner of the terminal, but carefully, because any mistyping will result in the guards being alerted and a lot of bullets flying in your direction. Having typed in the name correctly at the LOGON stage, you must type CK23 to be given the code. This code refers to an element in the fuel formula for the CK23 interceptor. The clue format is two digits, first letter of the element, number of letters in the name of the element, last letter of the element. Note: the owner's name is also a clue as the initials are the element's Atomic Symbol, eg. Sean Connolly = Sc = Scandium, and so on.

Auf Wiedersehen Monty

● Wow, fab, stupendous! It's a cheat mode for *Monty*! Yay! Let's hear it for fluffy **Nicholas Cox** (any relation to Kevin Ex-Ed?) for discovering it. **"All you do is load the game with: LOAD " ":REM MONTY. Then press enter and play on tape."** Hmm, I wonder if this works with any other Gremlin games?

So that's it! Have fun, and keep those tips coming!

And remember, every tip or map or POKE printed in 'The Shop' gets a super classy 'I've Got Big Tips' badge. Yay! And all you've got to do is send hints, tips, maps and POKEs to: Phil South, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. You know it makes sense!

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YS COMPO

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Win a customised racing bike plus 30 copies of Gremlin's *Tour De Force*!





Illustration: Nick Davies

Pump iron, or in this case pedals, in Gremlin's latest sweat-making simulation, *Tour De Force*. Five gruelling levels through five different countries will have you battling for the coveted Yellow Jersey and soothing your saddle-sore butt. And it won't be easy 'cos you're competing against some of the meanest dudes on the circuit like American Wild Bill Stacey and Russia's Ivor Ivanoff. If they don't kick you off yer bike, you've still got to contend with potholes, broken bottles, oilslicks and bales of hay that are strewn across the track.

Get on yer bike, a shiny yellow Velo Mark IV and try to win a leg, (it helps if you've got at least one to ride a bike with) so you can score the most points over five legs and proceed to the next level. Pumping, muscly thighs, sleek metal frames, ecstasy and agony — what more could you want? Apart from a superb riding machine of your own, of course. And it just so happens, John, that we've got an exclusive customised racing bike up for grabs in yet another fabby competition brought to you courtesy of *YS* and Gremlin. Yes, the first prize winner will ride away with a customised racing bike glistening with Gremlin and *YS* transfers plus a cycling kit — and we don't mean a puncture repair kit. Plus there'll be 30 copies of Gremlin's tyre-burstin' *Tour De Force* for the runners up.

What's more you won't have to do any wheeling and dealing to get your mitts on any any of these prizes — 'cos it's simple. All you have to do is screw up your eyes and study the picture below, count the number of wheels and write your answer on the coupon and stick it to the back of an envelope. Then fill in the coupon with your name, address and age and send the whole lot, or a photocopy to I Want To Ride My Bicycle And Play With My Dingaling Compo, *YS*, 14 Rathbone Place, London W1P 1DE

HIGHWAY CODE

- Employees of Dennis Publishing can get on their bikes 'cos they're not winning this one!
- Ride in those entries by December 31st or you'll never win the race.
- Anybody who argues with the Ed will end up more than saddle-sore.

I don't need stabilisers 'cos I've spotted .... wheels in the picture.

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COMBAT S

When the going gets tough, the tough grab their joysticks,

Ten-shun, Soldier. Is your bayonet fixed or are you just glad to see me? Yes, I'm looking for real men (*So what else is new? Ed*) There's no nancy boy needlework or cookery at this academy and the only O- levels here are the 'Ohhh's' of agony as you chin the bar for the fortieth time.

Yes, Ocean is converting the Konami coin-op that's turned all you arcade recruits into lean, mean fighting machines. So pull in your paunch — this is survival of the fittest, not the fattest!

I'm known as Black and Decker around here because I'm the toughest drill sergeant there is, but even I shudder at the ferocity of this assault course. There's mud, rivers, walls, firepower and unarmed combat to survive — and that's just to get into the mess hall. Just be glad that at the end of the day, the only muscle that'll be aching is your wrist!

Combat School takes the sports simulation and gives it a boost of cold steel. Even trainspotters will benefit from a spell of training in my platoon. I take young boys and turn them into MEN, fighting fit and ready to embark on a top secret mission. So forget putting the (pacifist) shot or running the hundred metres (unless you're retreating) — this is for real!

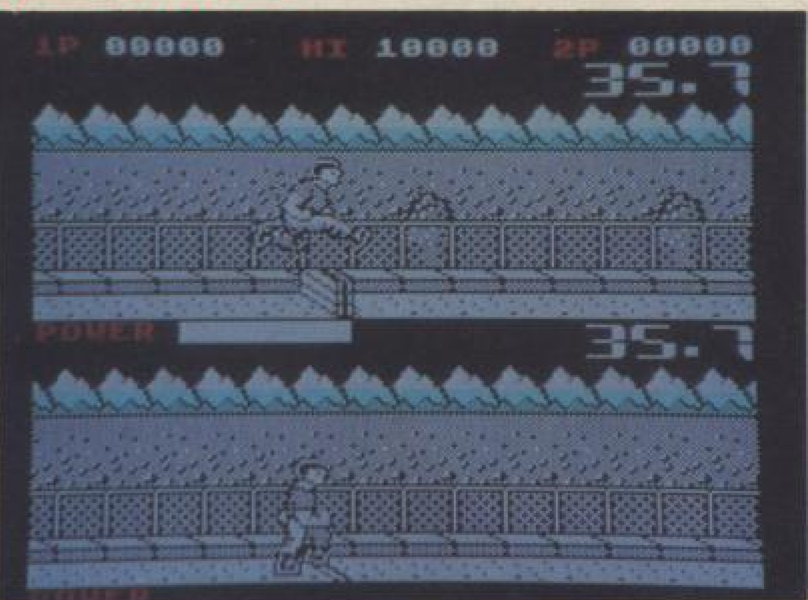
The game features a split screen so you can compete against a human opponent or play against a computer pacer. Either way, you'll be Nick or Joe, clean-living all-American boys just dying to serve Uncle Sam by killing enemies of the free world.

In the graphics corps, they've opted for a monochrome approach, and the detail is fantastic. The raw recruits are as hunky and butch as you could wish. With fast scrolling landscapes and energetic, panting sprites you'll be right there in the heart of the action too.

Ocean's gone to great lengths to get the conversion as accurate as possible, and hope to retain many of the details that mark out the original as truly top gun, including the passing out parade.

There'll be two versions (128 and 48K) back to back on cassette, plus a disk for Plus 3-ers. 128 owners may even jump to the simulated speech of their sergeant, if the crack squad of coders can find room for it in the quartermaster's stores (or RAM, as they prefer to call it). This version will also

Assault Course



Start out easy with some simple wrist waggling as you pump up that energy on the assault course. There's no time for slackers as you hit brick walls which block your path, jabbing fire to jump or going face first in the mud. There's even a monkey bridge for all you swingers.

Firing Range



Shooting practice and both soldiers move as they try to blast the bulls-eyes before the targets drop back into the trenches. To succeed you have to hit a set number of targets or you'll find yourself fired.

Arm Wrestling



Everyone knows that the secret of modern combat is arm wrestling. (*Surely some mistake, soldier. — Ed*) Pump up those muscles if you want to go truly over the top and slam your opponents fist onto the mat.

Seeing Red



It's back to the firing range for a few more shots at the targets. But this time some of them are red and if you hit one, your sight freezes until the next round, costing you valuable time.

SCHOOL

Rachael J Smith reports for duty at Ocean!

be a single load, as against the three parts for 48K fighters.

The training program is fairly straightforward — nobody ever suggested you need brains under your green beret — but there are some important differences from the traditional *Track And Field* format. Firstly, while finishing fast is rewarded with a time bonus, failing to complete a section leads to a penalty pull-ups screen.

But best of all is the fact that all your training won't go to waste! If you reach the passing out parade without passing out first, you'll be rewarded with some real action. A group of hostile thugs has taken an ambassador hostage and one man is required to rescue him.

That's right, Soldier, I said *one* man, so if two of you get through basic training, you'll have to choose who gets to risk his life against innumerable odds. You do this by arm-wrestling. Isn't it good to know that the military has such sophisticated tests of suitability?

Still, it's going to be the player with the firmest grip on his stick who survives longest. If I were you, I'd ask Sergeant Major Santa Claus for a heavy duty joystick because this is going to test your hardware almost as much as it does your wrist.

Now, on the double and lead with your left. Here's *Combat School* and it's mighty fun!

FAX BOX

Game	*Combat School*
Publisher	Ocean
Memory	48K/128K Back to back
Price	Cassette £7.95/Disc TBA

TOP SECRET THE MISSION

The top ranking marine at the passing-out parade gets to take on international terrorists in a no-holds barred finale. It's all- scrolling, all-scrapping as you use your skills to rescue the hostage.

ROLL CALL

Ocean has assembled a top team of commandos to tackle the problem of programming *Combat School:*

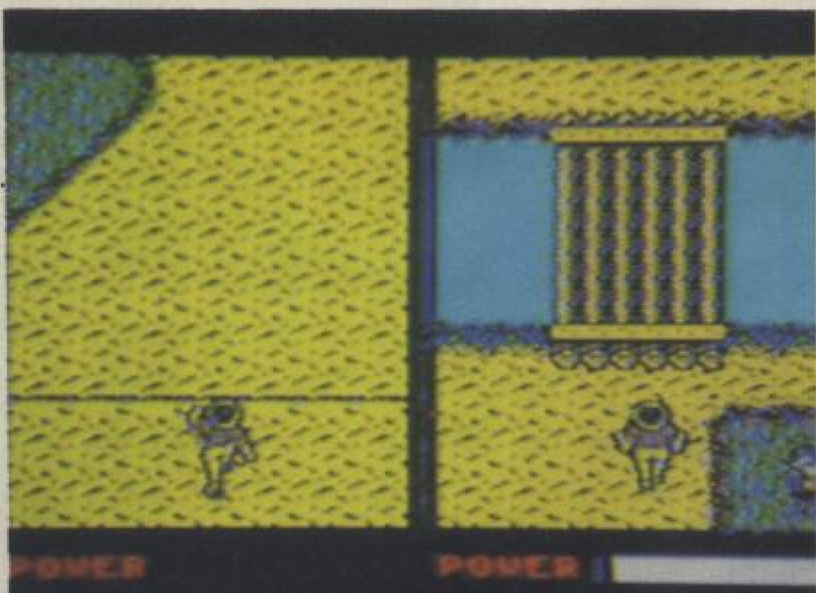
Sergeant Andrew (Death-Dealer) Deakin — The man behind the monkey bars and turning the targets. A veteran of the *Athena* campaign.

Sergeant Ivan (Hellfire) Horn — Another *Athena* ace. A graphics expert who guarantees that when the going gets tough, the sprites get going.

Sergeant Mike (Mad Dog) Lamb — An unarmed combat expert, he's brought in whenever there's a need for fist fighting. Last mission — *Renegade.*

Sergeant Roger (Fearsome) Fenton — Though he's providing music and speech effects, his favourite sound is the rattle of gunfire.

Cross Country



The Iron Man assault course is no place for tin-plate heroes. This time there's an overhead view as Nick and Joe run, avoiding swampy ground which slows them down, swim a river until they reach a boat, then dodge the logs before reaching the far shore and safety.

Tanked Up



For the second test of shooting there are moving tanks to hit. The radio controlled twin tracks arrive in waves as Nick and Joe try to double the defence budget by blowing away all those high-tech targets.

Karate Khops



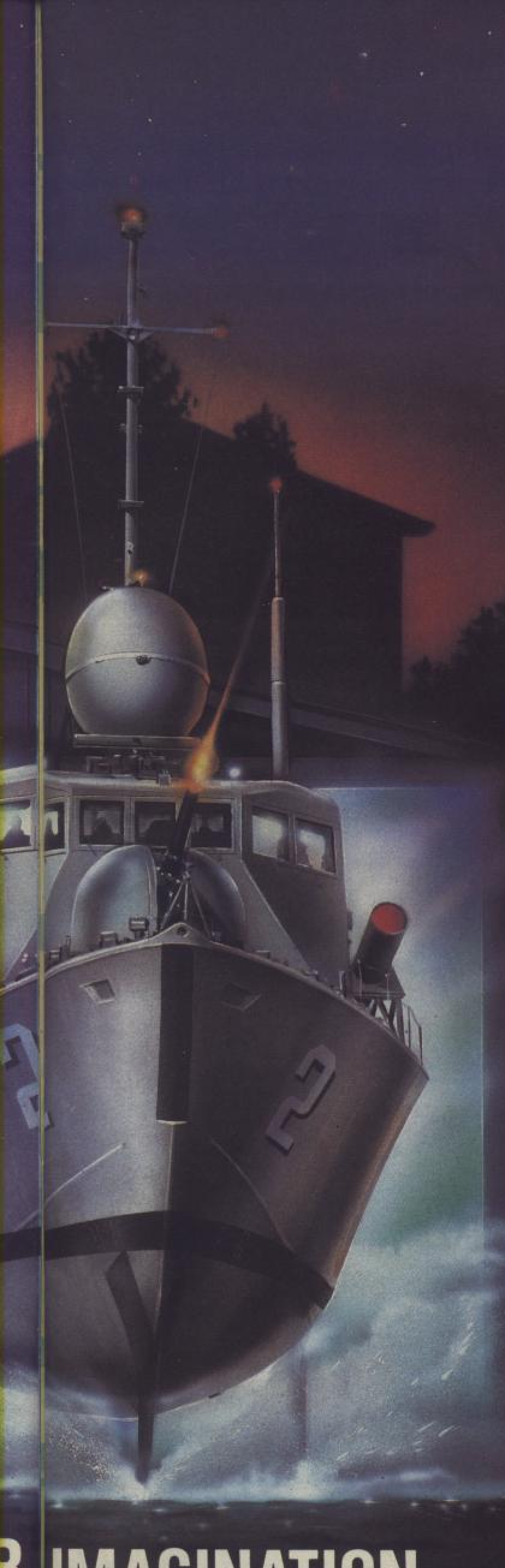
Probably the toughest test a soldier can take is to wrestle with his instructor. Prove that you've really got the right stuff by beating the bravado out of this muscular veteran with a classic combination of thumps and kicks.

Chin-Ups



There's no second chance out in the field, but at training camp you can pay for your failure by performing chin-ups — one for each point you failed to score. Keep that joystick jiggling if you want to chin the bar before time runs out.


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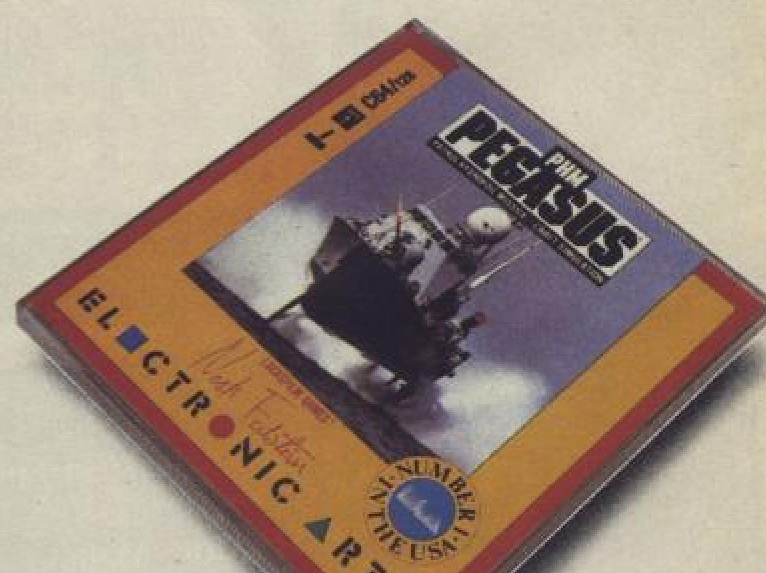
It's 7.00 in the evening. You've just finished another meal. You should do your homework but something is calling you from the garage. Something that would terrify the neighbours. Something agile, fast and deadly. **Pegasus**-the Patrol Hydrofoil Missilecraft. The temptation is just too much.



the authentic handling of NATO ally hydrofoils: US, Italian and Israeli. 76mm water cooled naval gun, Harpoon and Gabriel missiles.



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Hey, it's tough on the streets, man. So before knife-wielding gangs of psychopaths knock on your front door and scythe you to pieces, read *Street Life*, the *YS* page that's so hip it could rescue you from certain death!

STREE

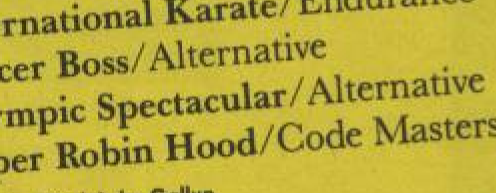
Full Price Games

This Month	Last Month	Game/Publisher
1	NE	**Renegade**/Imagine
2	(1)	**Exolon**/Hewson
3	NE	**Indiana Jones**/US Gold
4	NE	**Mercenary**/Novagen
5	(6)	**Paperboy**/Elite
6	(7)	**Enduro Racer**/Activision
7	(9)	**Six Pak**/Hit Pak
8	(5)	**Barbarian**/Palace
9	(8)	**Army Moves**/Imagine
10	(2)	**Road Runner**/US Gold

Budget Price Games

This Month	Last Month	Game/Publisher
1	NE	ATV Simulator/Code Masters
2	NE	Joe Blade/Players
3	(2)	Run For Gold/Alternative
4	NE	Dizzy/Code Masters
5	NE	Back To The Future/Firebird
6	(1)	BMX Simulator/Code Masters
7	NE	International Karate/Endurance
8	NE	Soccer Boss/Alternative
9	RE	Olympic Spectacular/Alternative
10	NE	Super Robin Hood/Code Masters

Chart compiled for Your Sinclair by Gallup


Renegade

1	Millennium (1, 2, and 3)
2	X-Men (225)
3	Hellblazer (1)
4	New Mutants (59)
5	Justice League (9)
6	Marshal Law (1)
7	Outcasts (4)
8	Miracle Man (12)
9	Watchmen (Trade Paperback)
10	Batman: Son Of Demon (Graphic Novel)


Hellblazer

COMICS

The top three 'zines in this month's chart are a bit of a surprise. Well, okay so *The Uncanny X-Men* is its usual mutant excellence, but what about the other two? *Millennium* is a mammoth DC Comics event, featuring every current DC character and what they call 'crossovers' in the comic world. This means that the story runs through the *Millennium* magazine as normal, but in each individual character's regular magazine the story continues in the background or as part of the regular script, sometimes imparting vital info in another magazine which relates to the main *Millennium* story. This is a brilliant idea for two reasons. First it gives DC fans a feast of interwoven stories to collect and keep. Secondly it means DC makes a mound of bread 'cos everyone has to buy all its titles for the duration of the story. *Millennium* is out weekly and 1, 2, and 3 are in the shops now!


Millennium

John Constantine — *Hellblazer* is a very different kettle of cockroaches. This is one of DC's now regular line of comics for 'mature readers' and is frankly the most scary 'zine around at the moment. Taking place in New York, London and a village in Africa, the story traces the progress of a strange affliction which causes people to gorge themselves on any kind of food to hand, then waste away before your eyes. A horrific story carrying an endorsement from *2000AD's* Alan Moore on the back cover, "English horror didn't vanish with the fog and gas-lit cobblestones at the end of the Victorian era. Riveting, spine-chilling stuff." Need we say more?

Compiled by Michael O'Donoghue at Virgin Comics.

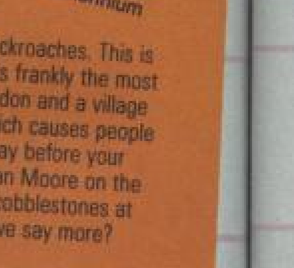
ADVENTURES

This Month	Last Month	Game/Publisher
1	NE	Shards Of Inovar /Mastertronic
2	NE	Wizbiz /Alternative
3	(1)	Shadows Of Mordor /Melbourne House
4	RE	Jewels Of Darkness /Rainbird
5	(2)	The Pawn /Rainbird

Chart courtsey of Andy at Laser Distribution

ARC GA

This Month	Last Month	Game/Publisher
1	NE	**Operation Wolf**/Taito
2	NE	**Xenophobia**/Bally
3	NE	**Midnight Landing**/Taito
4	(6)	**R-Type**/Irem
5	NE	**Black Tiger**/Taito
6	(2)	**Double Dragon**/Taito
7	NE	**Road Blaster**/Atari
8	NE	**World Wars**/SNK
9	NE	**Time Soldier**/SNK
10	NE	**1943**/Capcom



...ET LIFE

YS TOP TEN BOXER SHORTS







1. **Fat, pink hippos** (for fat, pink botties). The Sock Shop. £5.99
2. **Mickey Mouse Cartoon.** (See what Minnie thinks of those!) C&A £4.75
3. **Boxer shorts covered in boxer shorts.** (Checked, stripy or spotty? What's yours called?) Marks & Spencer. £4.50
4. **Lots of little Scottie Dogs** (Waiting to take chunks out of your derriere). The Tie Rack. £5.99
5. **Fruity ones, with big bananas everywhere.** Littlewoods. £4.50
6. **Popeye cartoon.** (Just watch out for the spinach) Marks & Spencer. £4.50
7. **Pink Polkadots.** (For that itsy bitsy...) C&A. £4.75
8. **Flying pink elephants, drinking champagne.** (Hic ... pardon!) The Sock Shop. £5.99
9. **The Superbowl.** How about an all-American hero blazened across your bum? Littlewoods. £4.50
10. **Wacky Races.** (For the wackiest of bottoms ... snazelfrazelrazel – Darn it Mutley!) Marks & Spencer. £4.50

Beverly Hills Cop II (15)

Eddie Murphy, Judge Reinhold, Brigitte Nielsen

If it ain't Axel F back on the case. It's a dirty job and dirty-mouthed Murphy leaves us in no doubt what the F stands for.

But where would our Eddie be without the odd obscenity? And if you've got the sensibilities of Mrs Whitehouse you'll never survive the blast everything, crash cars and generally make-a-NOISE mentality of this movie. If you thought the original was loud, then pack your earplugs this time round.

Axel's back on the big wheel of Detroit, but when his old friend from LA, Captain Bogomil, is blasted by a member of a gang he's following, it's time to tell another pack of lies and board the first plane to Beverly Hills.

There he finds himself investigating arms smugglers, aided by Rosewood, much more mature than he was in *BHC One*, and Taggart, who remains as worried by Murphy's unorthodox outlook as ever. New boy in the station-house is Lutz, the hard-liner Chief of Police while Mrs Sly Stallone, Brigitte Nielsen, plays the arch-villainess who stands six-foot in her stockings.

There are one or two scenes that are almost replays of the original, but there's more than enough action and it's all held together by Eddie's incredible cheek.

Just one complaint though. Murphy seems unable to cope with strong woman Brigitte, who he christens a 'Big bitch'. I'm sure he'd never make a racist remark so what makes sexism okay? The writers should think about it before they start work on the inevitable sequel!





Who's That Girl (PG)

Madonna, Griffin Dunne, John Mills

Madonna! Dontcha just lurve her? I mean, what does she have that I haven't got? Okay, apart from money, fame, fans and power? What else?

Well, she's not had much success in the movies so far. *Who's That Girl* may be her best yet, but when the only real competition's the atrocious *Shanghai Surprise*, so what! Still, there's just about enough frothy fun here to keep her fan-club happy.

'Donna is Nikki Finn, newly out of jail for a murder she never committed and hungry for revenge. But poor Loudon Trott, played by super-cutie Griffin Dunne, a young attorney, has to see her out of town for his future father-in-law. What can this big cheese boss-man have to do with the gum chewing, leather jacketed, tornado of trouble?

There's also another wildcat — of the feline variety — which Griff is delivering to a client, but which turns out to be yet another Madonna fan and only answers to her command. Add to that Coati Mundi, who keeps on cropping up as a short-stop hood with big plans for our heroine, and you have a recipe for frantic farce.

As his snobby fiancee prepares for their wedding day, Griffin wonders whether he wouldn't rather die at the claws of the cat than in the grasp of the psychotic superstar. But suddenly she changes pace and she swops costumes to become sleek, slinky and sophisticated. After that, it's love all the way!

Maybe one day Madonna will become another Marilyn Monroe, which is what she obviously wants. But for the time being this will only satisfy her most hardcore fans — or anybody who likes to turn off their brain while they watch!

TOP TEN SCHOOL DINNERS

1. Chips, muffins and tomato sauce
2. Chips, hotdogs and tomato sauce
3. Chips, cheese pie and gravy
4. Salad and chips
5. Chips, fish fingers and peas
6. Sandwiches
7. Beefburger on Barncake *(Eh? Ed)*
8. Cottage pie, chips and peas
9. Sausage, chips and peas
10. Pizza

... AND DESSERTS

1. Eclairs
2. Gateaux
3. Rice pudding
4. Trifle
5. Chocolate pudding and chocolate sauce

Chart supplied by Andrew Greaves from Bolton in Lancashire. Have you got a chart you'd like to see in the august pages of *Your Sinclair*, or even the January pages, ho ho ho? Then send it in at the address below. Move it or groove it, aardvarks!

CADE



Black Tiger

MES

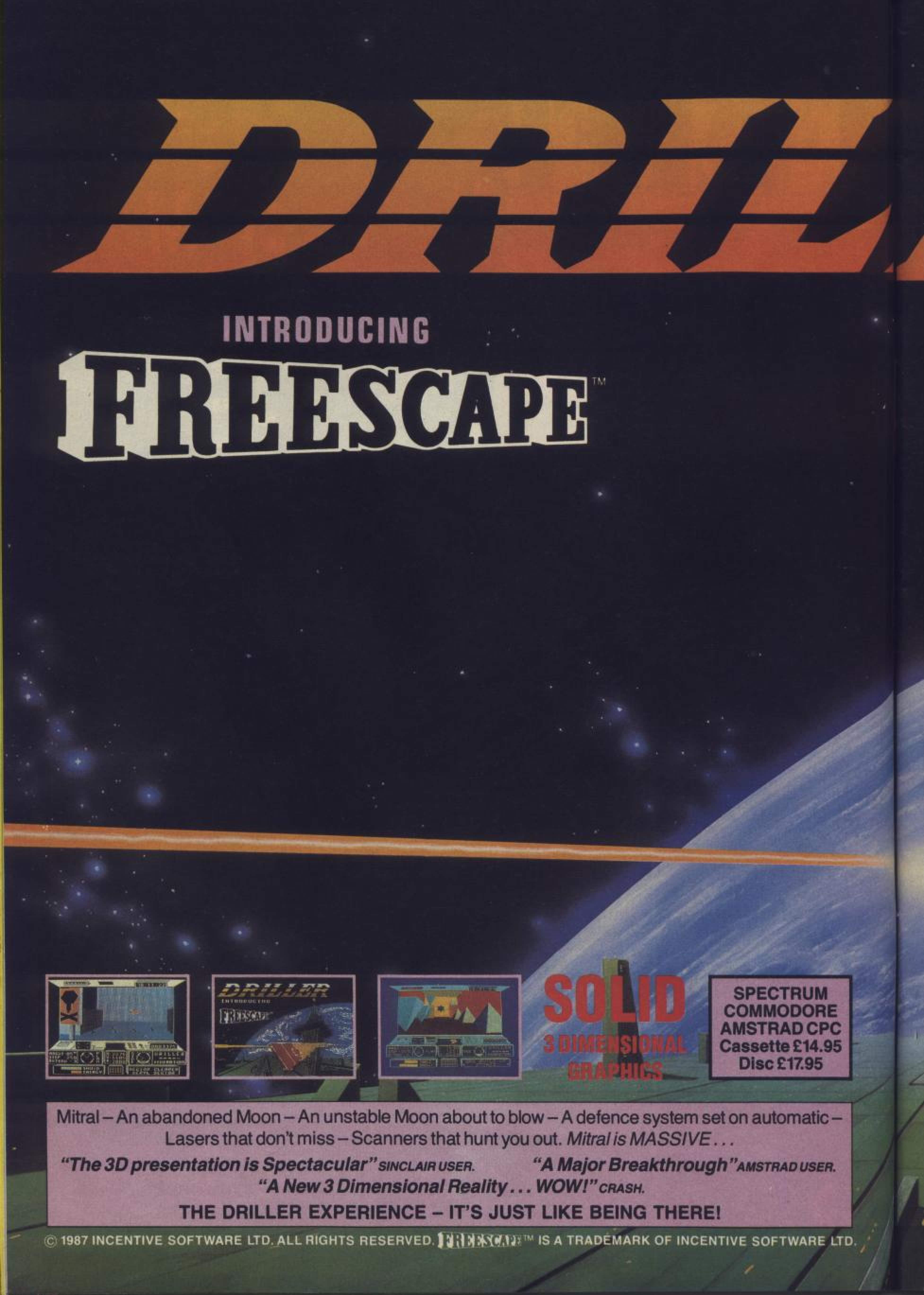
The YS Shopping List



Yes its the *YS Senility Club!* And we are proud to present our two starring members, *(Apart from me. Ed)* the gormless, brainless and in this case bodyless President, Ronnie Raygun with his chinless sidekick, Mrs Scratcher. Contort Ronnie's face into something even more horrific than it really is.

These *Spitting Image* bendy toys are absolutely free when you buy the cardboard box they come in. Race down to your local toyshop and buy The *Spitting Image* cardboard box for £4.99. Now you can do what you always wanted with Mrs T!

Yep, that's it for this month. If you want to contribute to the coolest spread in Christendom, or you've got a chart of your own to show the world, just drop us a line to *Street Life, Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Any that we publish'll win a game and a badge — so get scribbling!


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SCREEN SHOTS

Cor, have we got some goodies for you this month! So for the YS view of *Yes Prime Minister, Red LED, Indiana Jones, Nipper II* and *Supersprint* (among others), read on ...



YS Seal Of Approval
All games reviewed in Screenshots are finished products.

YOUR SINCLAIR MEGAGAME

TRANTOR

Go!/£8.99

Phil Platform games are something I don't spend much time thinking about. When you've seen one you've seen 'em all, right? Well, not quite. If you can have massive sprites, and detailed scrolling backgrounds then it makes you wake up. If you see a complex arcade adventure scenario in the game, it makes you sit up and take notice. But if it's also the fastest and hardest arcade blast 'em up you've seen for a long time, you start reaching for your joystick. *Trantor* is all these things, and works on these different levels (no pun intended) brilliantly. The graphics are top notch, and the animation very smooth and lifelike, considering the size of the graphics.

You take on the role of Trantor, a stormtrooper in command of an earth ship sent to a strange alien planet to retrieve stolen missile plans. Two things complicate the mission: firstly the planet is overrun with horrid, slimy and vicious alien creatures. Secondly, as Trantor leaves the ship, it blows up taking all his men with it, leaving him alone to complete the task. The Earth's mission controllers wanted to blow up the ship after the mission, destroying the soldiers and the plans so that it would remain secret. But the bomb goes off early, and now Trantor is alone and it's a race against time. You see, stormtroopers have bodybombs, microscopic explosive devices implanted under the skin, and at a given signal they start counting down to explode. Trantor's is counting down, which means he's got to work fast. He runs down the corridors of the underground alien complex, blasting aliens with his powerful flame thrower, in a frenzied race to discover the code sequence to the matter transporter, his only means of escape. Along the way, he discovers computer terminals, which, by means of a communications link to Earth, reset his body-bomb and give him one of the letters of the code. By hopping between these he can prolong his life just long enough to reach his goal, bobbing down to avoid low flying aliens and picking up first aid kits, computer pass keys and energy giving food.

It's the graphics on this game that really make it something out of the ordinary, but the sound, especially the title screen music, is superbly done. (Snouty Tip: record the title screen music onto a C10 tape and play it during the game for maximum enjoyment!) The game is hard if you just play it as a shoot 'em up, but much more satisfying if you go for the full arcade adventure bit. Wonderful entertainment and worth much more than the asking price. Buy it!

YS CLAPOMETER

An original and brilliantly programmed shoot 'em up, with more action than the average joystick can comfortably cope with!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



Trantor runs through the corridors of the station, searching all the terminals he finds (the little blue screen) for information about the code he seeks, and to reset the timer on his body-bomb. It's a matter of life and death, and a race to beat the clock. Tick, tick tick...



The corridors get darker, and then Trantor gets in a lift and emerges into the Stygian darkness of the topmost level. Suddenly, out of the inky blackness, a fearsome shape pounces forth, teeth bared and huge talons clawing. It's over in moments, and after the monster finishes his meal, Trantor is dead... this time.

YOUR SINCLAIR MEGAGAME

JACK THE NIPPER II

Gremlin/£8.99

Marcus What a caper! Yeah, it's pitifully predictable, but I love this game. Okay, so it's a plattie pure and simple — the sort of thing that usually turns perfectly reasonable reviewers puce with fury — but what an addictive one. Gor lumme, this little beauty makes *Jet Set Willy* and all his various brothers, nephews and cousins look like a 4K fruit machine simulator rejected by Program Pitstop.

For one thing, the whole kaboodle is crammed full o'screens, 192 in all. And there's enough going on in each of them to make you wonder why no-one's done anything as good as this before. 'Cos amazingly enough this is a single loader, even on my cranky old 48K rubber keyboard. And the game's so challenging I bet you'll be Araldited to that self-same keyboard for weeks on end if you're not careful.

You know the story — the Nipper family have been deported from our fair isle and bunged on a plane to Oz, which seems a nice long way away, but Jack's not too keen on this and parachutes out of the plane, followed closely by Nipper Sr. Finding himself in the jungle, Jack wanders about being extremely naughty and avoiding Pops and the inevitable spanking.

You can play the game in various different ways — either for maximum naughtiness (as measured in the naughtyometer), or for a high score, which you'll get by popping off the assembled jungly sprites and by solving the occasional problem. Or you can try and get both if you're greedy. You can carry two things at once — one's a weapon (coconuts, blowpipe or shield) and the other is an object for being excessively naughty with — for instance when you pass Tarzan you'll find that the grease may come in very useful indeed! As for getting around screens, it's not as hard to survive as in, for example, the *Monty* games, where you seem to get killed off willy nilly. But you won't get bored — there's too much to do and see for that.

So, another little spanker from Gremlin. As always with that company, the graphics are immaculate — colourful and with clash down to a minimum. The sprite masking's particularly impressive — an object lesson to everyone else, I think. And the jokes — well, hilarious, as always. Leave Jack for a moment and he'll start raking around in his nostril — bleuggghh! Quite what he does with the contents is never made clear (pass the sick bag).

Now, if you'll excuse me, I must have another swift game before the Ed comes back from lunch . . .

YS CLAPOMETER

Nippy little number that'll give plattie fans heavy jungle fever. You'd have to be coconuts not to like it!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



Jack enjoys a pick while wondering what to do next. He could perch on that little red log which floats off to the left but that would mean avoiding the gorilla and trying not to jump onto the rope (all too easy when you don't want to). And don't leave the honey there, either. It could come in useful later when you want some natives to buzz off (hint).

YOUR GUIDE TO SCREENSHOTS SCORING

9 One hundred and eighty!!!! This is the big time. The right-royal bees neez and downright star of the show. It wins our Megagame award, so rush out and buy one — you won't be disappointed.

8 An interesting little number, but lacking that *je ne sais quoi* to make it something really special. Still definitely worth checking out.

7 Nothing to write home about, well p'raps a mention on the phone. An okay game, but with so much competition, it doesn't really stand out against the crowd.

6 Nice idea, shame about the game. Boring, humdrum... no big deal.

5 What, all that money, just for that? If it's cheap it might rate, but otherwise, don't bother.

4 Doesn't even qualify! Not a chance.

3 Gawd 'elp us!!!

2 What were they thinking of?

1 Oh dear!

JOYSTICK JUGGLERS

Yes, it's your very own YS reviewing team—and you can keep them!



Gwyn Hughes—The lusty Welshman who loves nothing more than an intimate scrum with his paramour, fellow reviewer...



Rachael Smith—...whose tastes extend conveniently to lusty Welshmen. Oh, and she likes computer games too.



Richard Blaine—Still running from Casablanca, although his café has apparently gone into a bit of a decline since the pianist left. Loves arcade adventures, though.



Mike Gerrard—Beloved troll supremo whose *Sub's Club* newsletters are rapidly gaining legendary status. Get a sub and find out why!(Advertisement ends.)



Jonathan Davies—One half of the victorious *Spectacular* fanzine winners. He takes on two games for us this month. Worra star!



Tony Worrall— *EPROM*'s editor was recently married to longtime girlfriend Val, and yet he still manages to fit in piles of reviewing for *YS*.How?

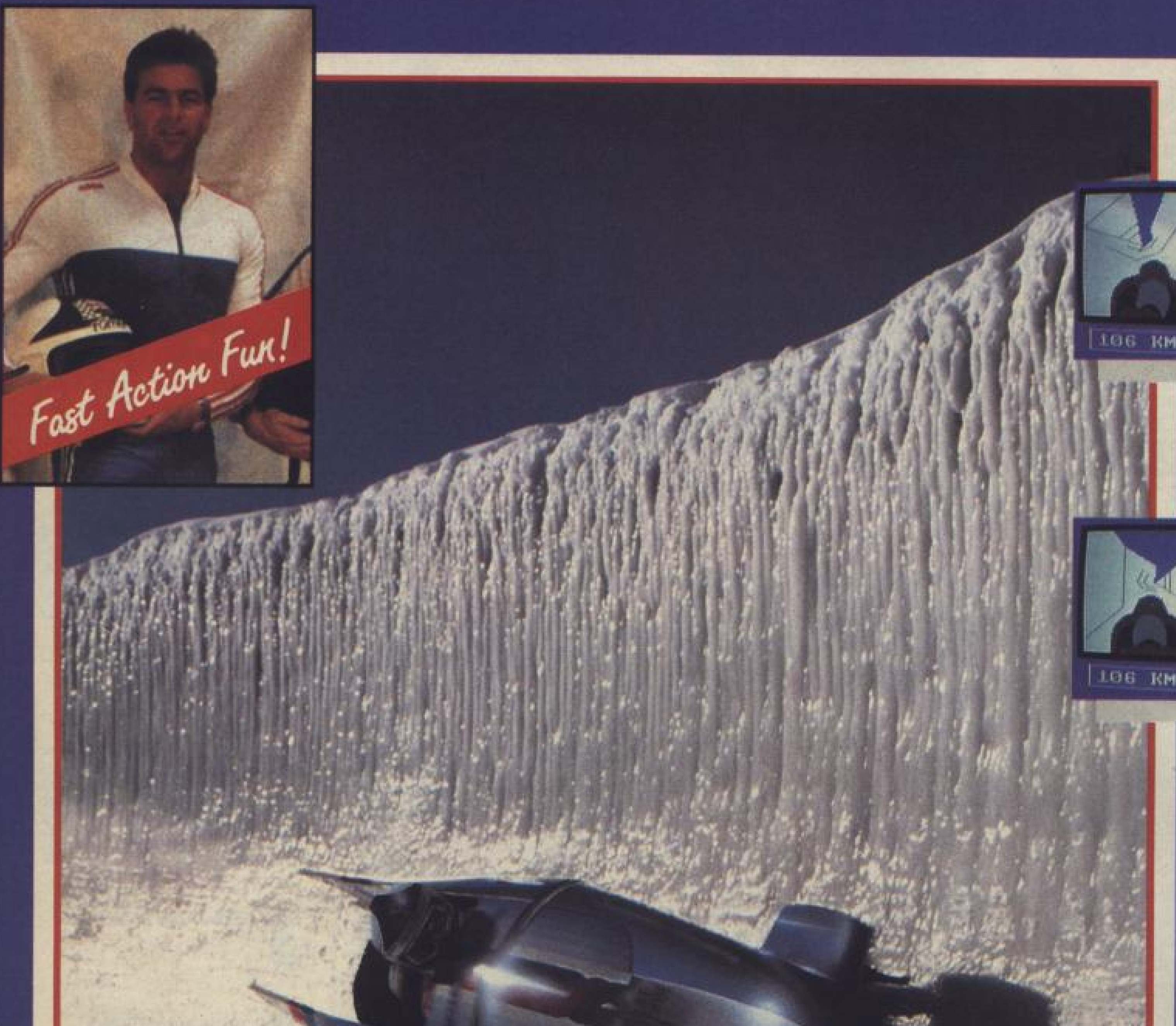


Tony Lee—Young, free and single, and a wizard with the trigger button. Wants to be a hired assassin after his 'A' levels.



Rick Robson—Reported to the RSPCA after our revelation that he keeps hamsters in his beard, he's now been forced to move on to gerbils. *(Mmmm, delicious! Phil)*

BOBSLEIGH







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HYSTERIA

Software Projects/£7.95

Rachael Arrgeekoooee! I'm hysterical because I'm late for a date with Gwyn and he said he wouldn't forgive me after last time. Can anybody come to my rescue?

Perhaps Software Projects can because it's got its own form of *Hysteria* going on, and it's all because somebody has been messing around with the flow of time... hey, do you think Gwyn will accept that as an excuse? I thought not, but if I explain that I've been hooked on saving the temporal flow, that's a different matter.

Hysteria isn't the year's most original game. It's another of those walk-along shooting the nasties, with the addition of a weapon changing feature. You don't even get the multi-levels that gave *Green Bert* his ups and downs.

But you do get a well-judged gameplay and enough neat touches to make *Hysteria* really stand out. From the multitude of options, which include sound or silence and mono or colour graphics, to the hall of fame with its twisting letters, you'll be totally hooked.

It takes time to get time straightened out, and you have to start early (around 3,000 BC), strolling past pillared temples. Then skip to days of old when knights were bold and an Englishman's castle was his home. After that it's into space for a touch of the R2D2s.

The time warriors and their assorted monsters don't take too kindly to the fact that you want to sort out their evil deeds, and before you can say 'time-warp' they'll be popping up from nowhere and trying to wrap you up. All the monsters are relevant to their eras, so the ancient scene sets you against centaurs.

You don't really start out equipped for the job either, with only a shield, which has limited power, and a short range sonic head-butt. But you do have the power to transform ordinary objects into further weaponry. What further objects? The answers a lemon, worm!

Yes, walk over one of the worms which surface from time to time, or shoot a gargoyle and turn it into a lemon, then leap or fly into it, and your weapon indicator will move up one notch. You can select that weapon or carry on until you're entitled to something even more powerful. You can even use multiple powers in some cases!

As you progress, certain nasties will leave behind a jigsaw piece, and once you've collected enough of these a picture of your arch-enemy for the level will appear, at which stage a mega-sprite enters and flies around, shooting at you. Killing it is no easy task but success brings in a bonus and takes you to the next era.

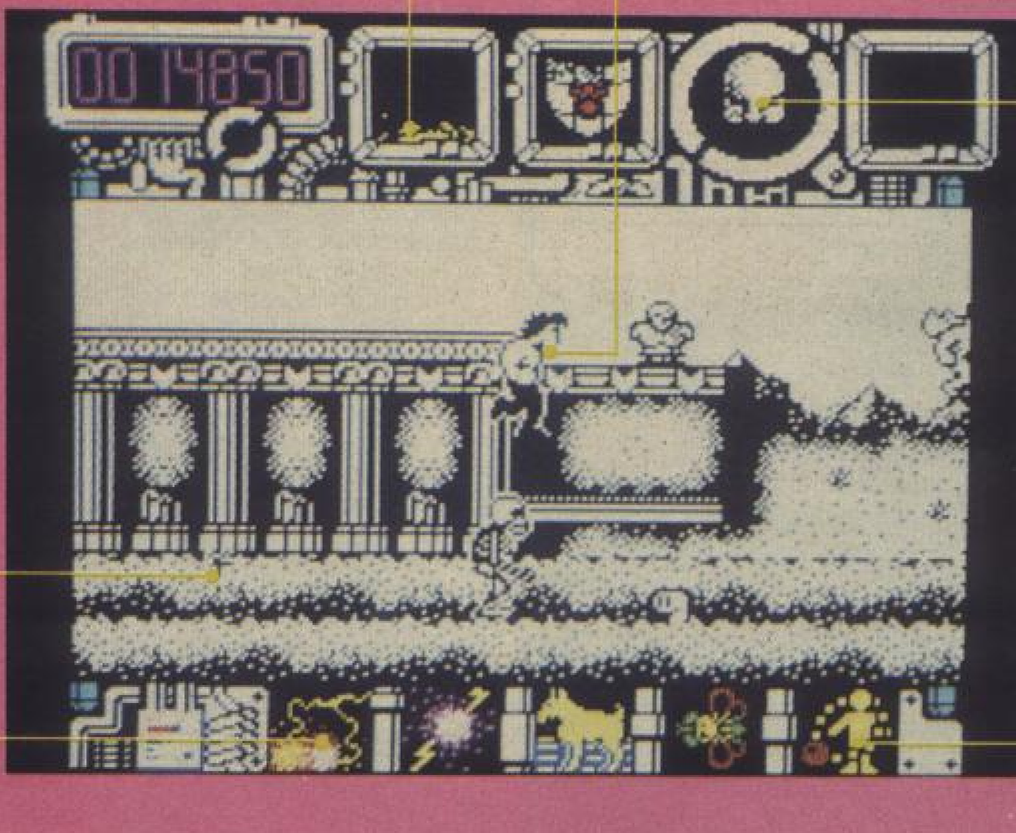
There's nothing that you haven't seen before but it doesn't matter because this is such a well-judged program, it's got the magic JOMG (Just One More Go) Factor. If this was a coin-op machine I'd be bankrupt by now. Instead it's in my Spectrum and it's making me late for dates but so what? Save the hysterics for real problems — like losing yet another life! Oogragghheeeooo!

YS CLAPOMETER

Well-balanced march and blast game with so much chrome it could dazzle you. Stay calm and play it.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



Your wings are clipped as you use them and there's a time limit on the slave weapons too. Watch it run out here.

Flying is probably most useful on the later levels when the ground becomes rather full, but you'll miss out on those worms if you don't walk.

You can have the landscape in colour but we prefer monochrome to give you the edge when it comes to spotting worms.

In these three windows pictures appear to show your progress, then fade as strength ebbs. Your portrait shows your power while the shield should be self-explanatory. Your foe's face grows as you collect the jigsaw pieces then fades as you destroy the mega-sprite.

Of the two shooting options your first priority should be to obtain the ranged blaster. Walk to the left on the first screen to find a couple of lemons almost immediately.

There are two slave weapons available. The first one is a spinning disc while the second provides full cover with three circling orbs. Try to have them ready when you meet the mega-sprite.

SUPER SPRINT

Electric Dreams/£9.99

Gwyn Here's the racing game that's strictly over the top — as in bird's eye view (and I don't mean fish fingers). There are eight circuits as one or two players take part in the wackiest races ever.

I was never really taken with the coin-op original, which replaces all those super-sophisticated perspective views and the fast action which gets you spinning in your seat, with the relative simplicity of a plan view of the track and four cars. It always seemed more Scalextric than real motor racing to me.

Still, at least the original boasted some natty graphics, which livened things up no end. Not so the Spectrum, which substitutes those grassy banks with a block of green, onto which is dumped a plain black tarmacadam strip. In order to fit a complete track onto the screen, the cars themselves are tiny, and suffer from rather bad attribute clash.

Even these squidgy graphics would be excusable if the gameplay was great but it ain't. Learning to steer the car when the only controls are left, right and accelerate proves tiresome. You have to keep the latter pressed to maintain speed, while the turn controls aim to simulate a steering wheel — but they're too sensitive and your on-screen racer tends to pirouette on the spot unless you jab at the keys.

That said, there's a certain amount of fun to be had if you persevere with learning to drive. You get to choose your circuit, and while some are fairly straightforward relying on traditional terrors like hairpin bends, others introduce such unorthodox features as bridges, roundabouts, opening and shutting gates and even leaps! The Brands Hatch boggles.

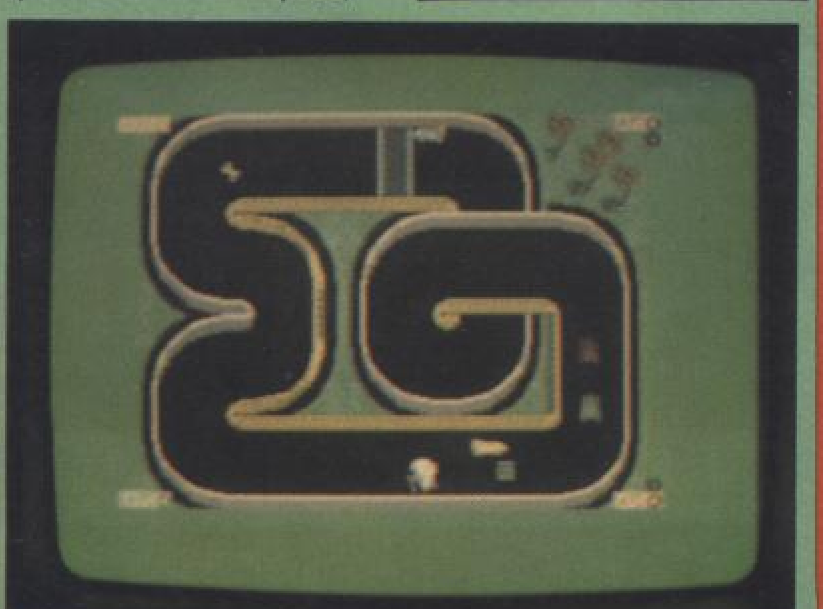
I doubt this will hold any but the most committed coin-op fan's attention for all that long, and with the spartan graphics I can't help thinking it's budget quality dressed up in licensing clothing.

YS CLAPOMETER

In terms of racing games this is an old banger. For addicts of the original only.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5





DIZZY

Codemasters/£1.99

Rachael What did the Ed mean when she said this was a natural for me? Gormless, yes, but *dizzy* — never!

Still, this is the sort of game that can only give off-balance a good name. It's an arcade adventure, packed with enough cute touches to make you forget you said you'd never play another one of the things as long as you lived.

For a start there's your hero, a nicely animated egg who has eggspectations of saving his world from the wizard Zaks and the infernal curse of eternally itchy athlete's foot. He doesn't just leap but performs the sort of rolls which would scramble a lesser egg.

This second cousin to Humpty Dumpty is big and colourful, and he walks and tumbles through a bright, imaginative landscape, dodging nasties and picking up the usual selection of odd objects. There's a fair variety to the scenery, with helpful messages whenever necessary, as Dizzy searches for the ingredients for the potion.

I don't think it will take too much wit to work out some of the puzzles though, such as how to use a raincoat if there are fatal raindrops! Restricting the number of objects carried to one, means that you have to retrace your steps rather a lot too, but the arcade elements keep tedium at bay, because there are many well-judged jumps, elevators and crumbling floors to negotiate.

So while the hard core problem solving corps may not favour it, anybody who likes some joystick skills combined with their brainwork should be well-pleased at this price. Far from original, but the yolk's on you if you fail give *Dizzy* a spin.

YS CLAPOMETER

Traditional arcade adventure with a bias to the action side and enough nice touches to make it a good budget buy.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7



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YOUR SINCLAIR MEGAGAME

THE FAST AND THE FU

US Gold

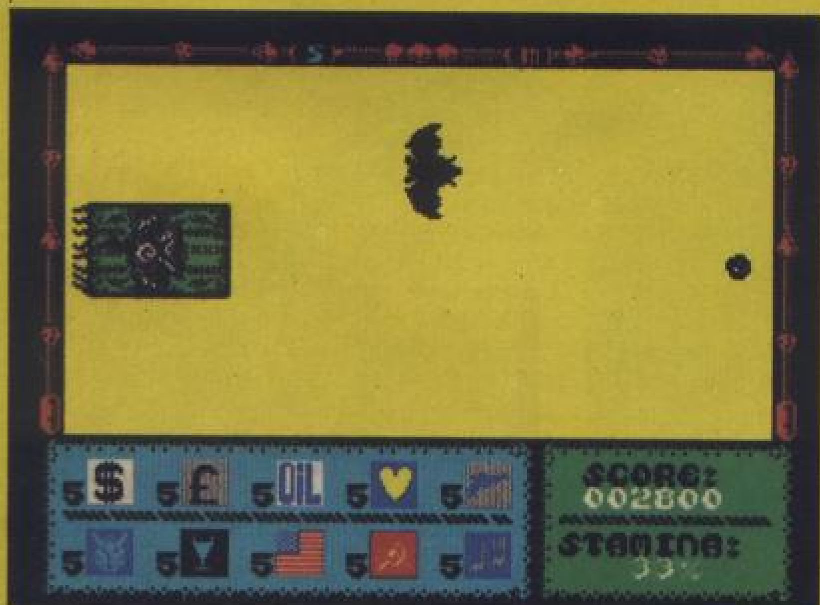
Mike Never has a game been better named than this one from the Dutch Ernieware software house. Free with every cassette they should give you a darkened room to go and lie down in after you've finished playing.

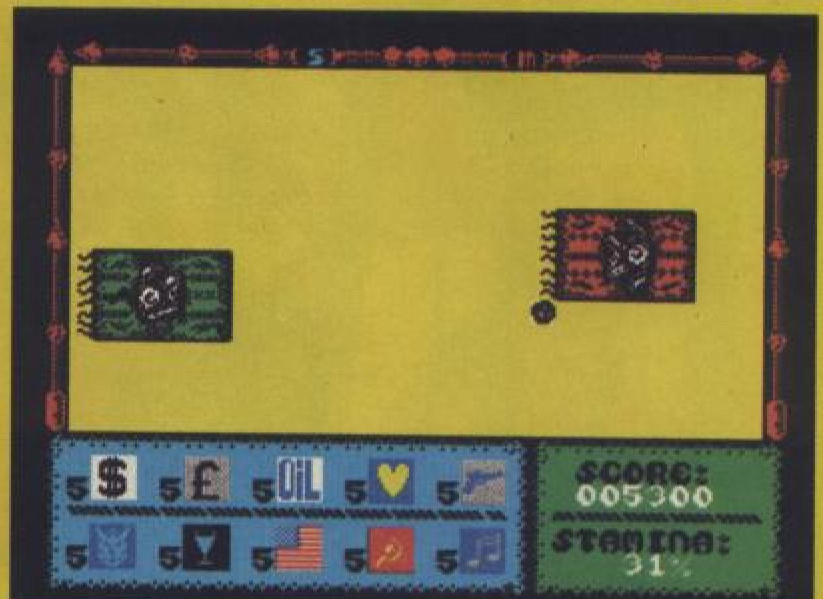
As well as keyboard control you can use Cursor, Protek, AGF, Kempston or Interface II type joysticks. There's a much needed PAUSE facility, giving you time to wipe your brow, and also an Abort Game option for those really trying moments when mere death is not enough. Step back to old Baghdad. Bung the player on a flying carpet and you've got *Zaxxon* with curly-toed slippers. But they should have left you in the present-day if you've got to believe there are military installations out in the desert as well.

But enough of this and on with the fray — and the first person to make jokes about a frayed carpet gets a scorpion up their kilt. The game is basically a right-to-left horizontal scroll-and-shoot-'em-up. Climb on your carpet and you can move up and down, left to right. The first hazards are pillars and buildings which have to be avoided.

It's great fun zipping along on your carpet, especially as you can fire at the other magic carpet-riders that come your way, as well as the snakes, scorpions, bats and dragons. The graphics aren't the greatest, but the speed of the gameplay more than makes up for that.

The reason why you want to blast other carpet-riders out of the skies, is that you're an undercover agent working secretly for the military and nothing will stop you getting across the desert to the military base at the far side where you've some important documents to deliver. Well, nothing apart from all the nasties and a few outlaws that are waiting in between each of the levels. At the end of one level you fly over various icons, such as money, flags, music notes, revolver and oil symbols. You've some of these to your credit to start with, but choose carefully which you add by flying over them as you'll have to do some trading with outlaws in between levels before you can pass onto the next stage. The outlaws get the best graphics in the game, and one bears a frightening resemblance to the Man Ed, which surprises no-one. Beneath each outlaw, his





MOTOS



MAD/£2.99

Tony Lee Here's another of Mastertronic's 'Official Namco Arcade Licences', and it's a winner! The first time I saw it, I thought it was a multi-coloured game of chess! But it's not that simple! The idea is to defend your local solar base against the massed hordes of vicious, demented and extremely dangerous space bees. (Space bees?) Evil space marauders who wouldn't think twice before feeding their grandma to a cheese grater. Naturally there's only one person around who can save everybody, so no sneaking off to watch *Moonlighting*, you've got a job to do.

And what a job! You have to manoeuvre your ship around a giant grid and bump off any nasties you meet. No, not kill, but actually bump them off the screen! There are several types of nasty, and you'll need plenty of power pills (available from all good chemists and handily deposited around the screens) to defeat them.

To increase the output of your ship, there are power parts (oo-er) which you can attach to your ship with pieces of double-sided sticky tape (for speed purposes only), but you have to move on to the next screen to be able to use them. These enable you to jump holes or increase your

URIOUS

temper, reliability, intelligence and aggression levels are indicated.

This bit in between levels is called a sub-game, but it's really just some extra fun and the best bit is the blasting, of course, with many monsters requiring more than one shot to see them off. And you also have the option of single-fire (fast but forwards only) or multi-fire mode (any direction by firing and moving your joystick the right way.) There's even a magic-mode facility, which keeps you away from all harm for a few seconds but decreases your stamina by 10%. When your stamina's zero it's Game Over time, folks.

The Fast And The Furious really is one of the fastest-action games I've seen on the Spectrum, and as for the excitement of riding a magic carpet, you can't beat it!

YS CLAPOMETER

Never was a game better named — you need to have the reactions of a cheetah to survive this zappy classic!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

firepower to blow the stuffing out of those darn nasty characters.

Other bonuses are 'beacons' and 'Navicons'. Navicons are to be avoided — they spit out more bees and generally make your life hell. Beacons, on the other hand, can be moved off the screen for loads of points. Well worth the risk!

It's a simple and satisfying game. The 128 music's pretty cool too. Mastertronic made a good decision to snap up this little beauty (converted by Binary Design). If dodgem cars are for you, so will this be!

YS CLAPOMETER

A bouncy bumping game neatly converted from the Namco coin-op.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

THUNDER-CEPTOR

US Gold

Mike *Thunderceptor* sounds a pretty good title for a blast 'em up game, even if it is written by a company called Ernieware. Thinks: is this a wise name for a software house? But who cares what it's called as long as it can produce stuff like this?

The year is 2021 with 12 milliard people now living on Earth, and I bet half of them own a Spectrum Plus-37. There's trouble at t'moon, though. On Jupiter's moon, Io, an unknown bacterium disease is playing havoc. 7,000 people are dead and the aspirins have run out. The survivors are heading for Earth bringing the disease with them, and your mission is to see to it that they don't get here.

In this horizontal-scroller, your ship is controlled by keyboard, Cursor, Kempston, Protek, AGF or Interface II joysticks. There's a touch of *Uridium* about the start, where the enemy ships come in from the right-hand edge of the screen and you cling to the left for dear life, dodging around and spitting bullets. After the first batch of ships there's a meteor shower, which conveniently stays in the top half of the screen, then there's a large-scale ship which stops in centre-screen firing missiles and just daring you to defeat it. To do this you not only have to dodge and shoot the missiles, later waves of which home in on you, but also get close enough in to shoot the larger craft on the nose and slowly disintegrate it. For me it was definitely a case of retiring due to fire-button finger.

The features are what make this game, apart from the frantic action and impressive sprite and colour handling. You've got six lives and five levels to get through, with medals awarded as you rise through the six ranks from Second-Lieutenant to Colonel. There's not only a score and high-score record, but a total score record as well so you can keep a note of every point ever scored in every game you've played. The SAVE—LOAD game options also allow you to check out the types of enemy craft and numbers you've wiped out, check your mission status and allocate your resources between Shield, Normal Faser and Super Faser. Super Faser is fast fire and works against the larger ships, and the program switches you from Super to Normal as it's needed.

With pretty nifty spitting sound effects too, what more could you ask? According to the notes this is "the most sensational and sophisticated science-fiction arcade game ever made for the ZX-Spectrum." My own view: not a bad little effort, actually chaps.

YS CLAPOMETER

Trigger-happy Ernieware shoot 'em up that'll blister your joystick finger — or I'm a Dutchman!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8



You'll notice there's no price details on these two games. Well, as those dull old men in cardies on TV panel games and chat shows always say, there's a story in that. When US Gold gave us these two Ernieware games to review, it bunged them on the same tape and we thought nothing of it. It never occurred to us that two such fine games would possibly be released on a single tape, at the usual one-game price of £8.99. But that's the way it is. They're two separate games, so Mike's reviewed them separately. What a bargain! Marcus

RED L.E.D.

Starlight/£8.99

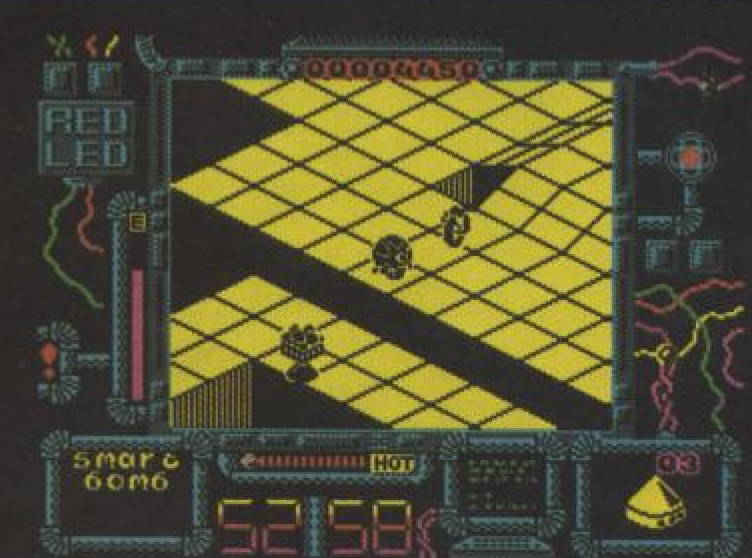
Tony Worrall It's a tough life being a battle-droid. Never any thanks, never taken for a pint. No-one appreciates you until a particularly tricky task comes along. They always want you then! And this task is tough. It's a job for a droid with staying power. Your mission, is to traverse the slippery slopes and painful paths of a nasty landscape contained in the Reaktor game *Red LED*.

Dash about the 3D maze landscape, dealing mega-death to the enemy, while collecting a certain number of pods which enable you to claim this particular territory for your own. Convert a connected row of landscapes on the grid from left to right (or vice versa) and the game is yours. Time then to rest your worn bearings on a comfy bar stool.

Not so fast though! Let's have a butchers at the rest of the game. Graphically very similar to *Spindizzy* and *Marble Madness*, but *Red LED* adds its own brand of excitement to this genre. A delicate touch on the joystick plus a nimble finger on fire button are the two main requirements for successful competition. The time limit relentlessly ticks away while your droid battles its way around the maze to victory. On the way teleport stations must be used to reach those parts others paths cannot reach. Enemy generators can be knocked out to stem the flow of nasties, and other bonus features such as smart bombs, time extenders, and droid-freeze devices can be picked up on the way. Press pause for an overhead view of the landscape if you get stuck!

It plays very well, and what's more, it is very addictive. Perhaps the graphics are not as detailed or colourful as other versions, but the gameplay is faster than the Commie one I tried! The landscapes vary in difficulty, and contain different numbers of nasties, but controlling the three droids on the slopes turns out to be easier than *Spindizzy*, so game players with a shaky hand should not have a problem. Beating the time limit IS a big problem though -- and almost impossible it seems to me!

Overall a good fun arcade zapper, with a twist of adventure chucked in to make things difficult. If you like the thrill of conquering 3D mazes then *Red LED* is a must.



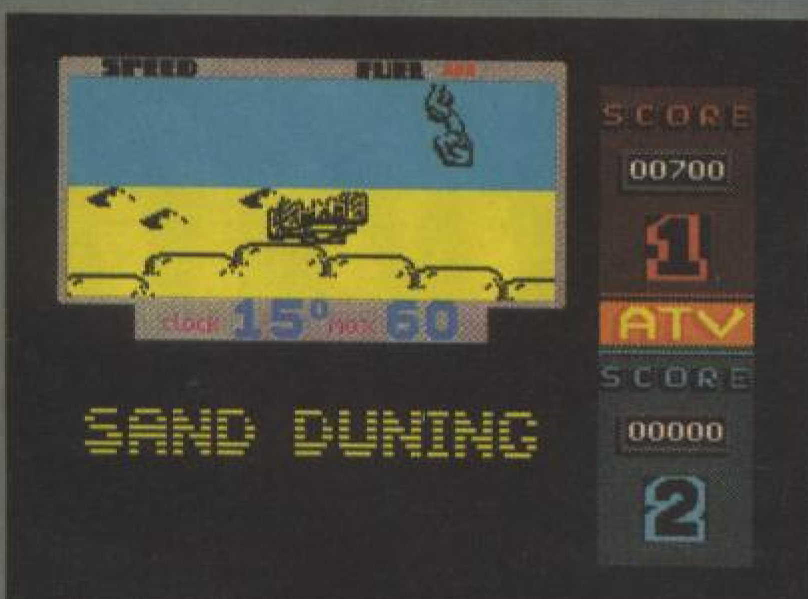
YS CLAPOMETER

Cracking Spindizzy/ Gyroscope type arcade puzzler. Very addictive and easy to play, but beware, it's no push-over to complete.

GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■■■■□□

TOTAL 8

ATV SIMULATOR



Code Masters/£1.99

Rick Yee-double-hah! From the hit hot author of *BMX Simulator* comes Codemasters' chart challenger *ATV Simulator*. *ATV* is a quad racing (ie dune buggy) re-enaction of the quality we've come to expect from the budget champs.

From the first upbeat notes of Dave Whittaker's music you know this is going to be high rev, high speed action. In true Le Mans style you have to run and jump your buggy and roar into the first of your trails. This is the sand dunes, and relatively easy; you have to scale, leap and generally crash your way round lumps and hillocks within sixty seconds. But later screen trails are harder (and imaginatively daft — just how do you get the buggy off the seal's nose in the iceberg section?). And you have to finish in the time limit, or back to screen 1 you go.

There's an excellent split screen two up facility, which allows simultaneous game play, giving you real eyeball to eyeball keyboard conflict, (*ATV* is joystick compatible). Each obstacle surmounted gains you points, so a result is possible even if you don't clear all the screens. On screen info includes your time and fuel status, but most of the graphics are given over to the racing.

Control is not as easy as first appears — sheer speed and aggression will not bring the laurels of victory. Up/down control lets you wheelie (the 180° wheelie spins are a gas if not always useful!), the fire button jumps the *ATV*, (or the driver when he has to board the brute). Left/right controls speed. For steep slopes, wheelie slowly and jump simultaneously — it's a knack you'll need to master.

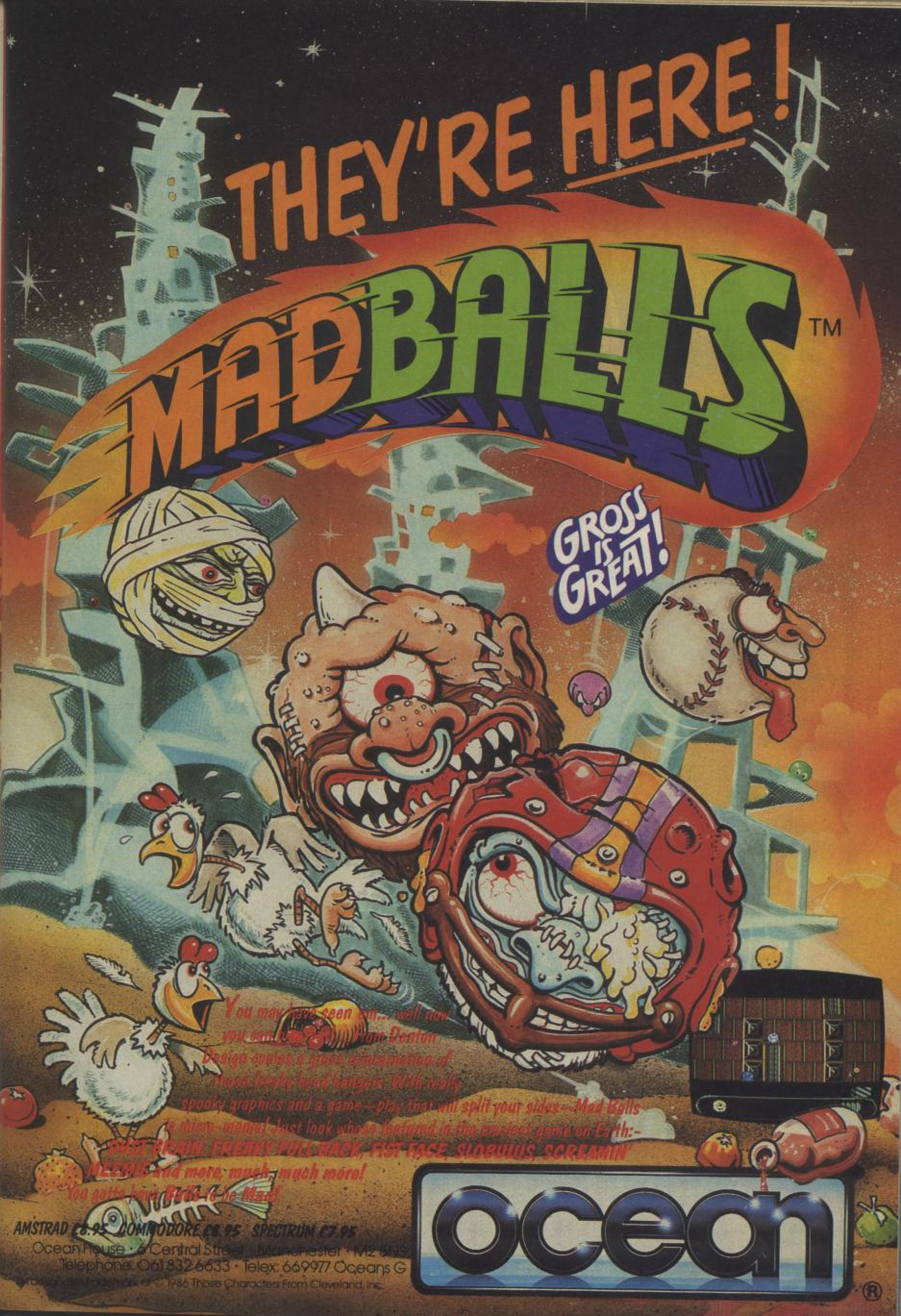
If you come off (the crashes are sensational, but not fatal), run back to the *ATV*, face the right way and re-mount to start your race with danger.

YS CLAPOMETER

Bone jarring simulation of the cunning stunts of quad (dune buggy) racing. High action, low cost thrills and plenty of spills.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■■□□

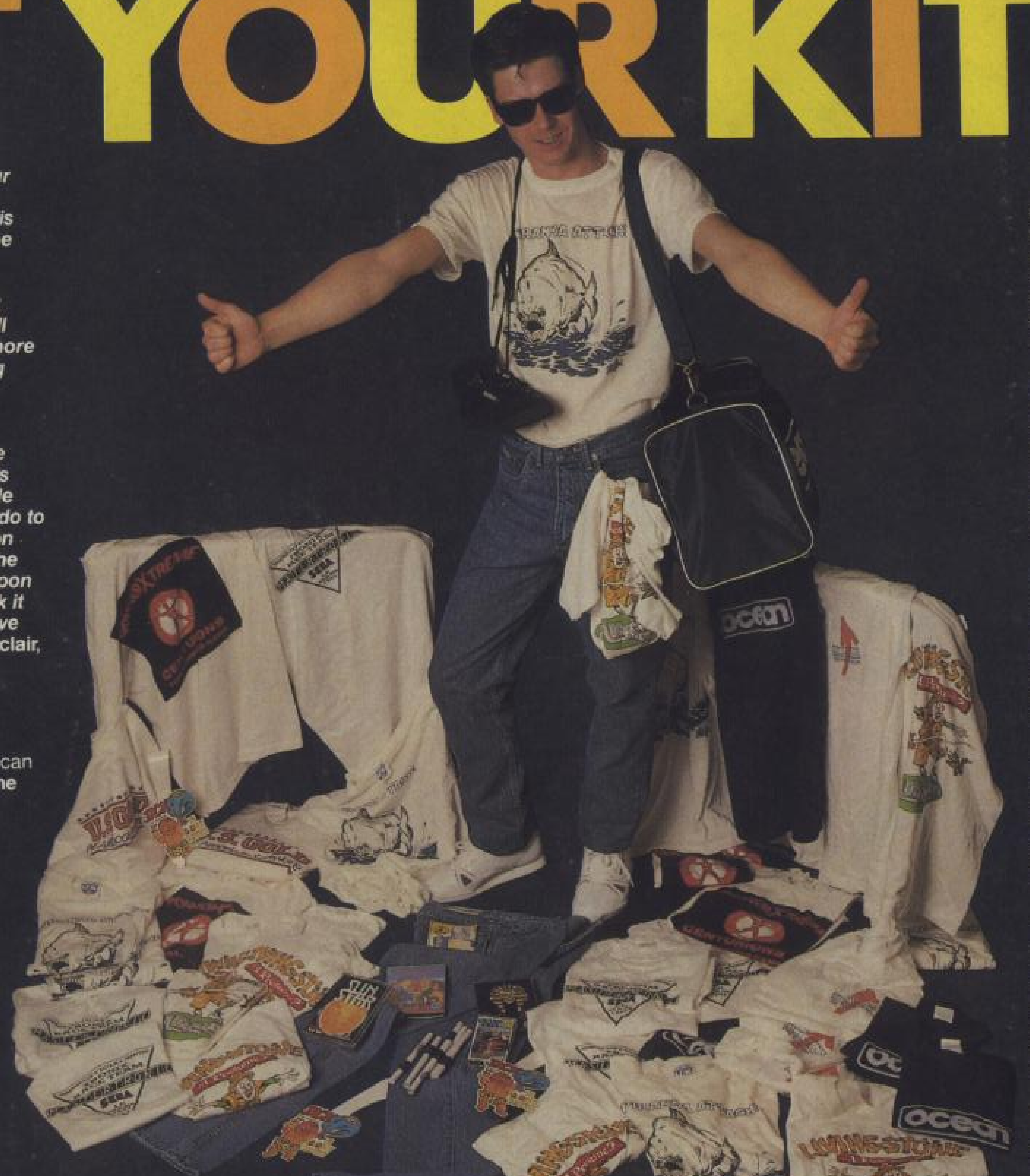
TOTAL 8


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WIN A WARDROBE!*

GET YOUR KIT ON!

YS COMPO



***H**ang on to your hats, pull up your braces and take off those lacy suspenders — girls too! 'Cos this is no place for plain Jane, Wayne or Shane — we're talking well trendy here.*

If you'd win top prize in the world's worst dressed person awards, make Ian McGaskill look like Terence Trent D'Arby, or stand more chance of looking like Compo than winning one, now's your chance to come out of the closet and stun the world in the trendiest compo over!

We've got together with loads of software houses, jean-genies Wrangler and athelete's foot specialists Reebok to bring you a whole lorry load of hip gear. And all you've got to do to end up looking like a dog's dinner or mutton dressed as lamb (Yummy! Phil) is answer the fashionable questions below, fill in the coupon with your answers, name and address, stick it on the back of a postcard and send it to Give Me A Damsel In Dis Dress Compo, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

QUESTIONS:

1 Wrangler is giving away its really snazzy jeans, to the first six people who can tell us who uses the advertising slogan, **At The Heart Of Sport**. Is it?
a) Robinson's Barley Water
b) Cardiac Arrest Association
c) Reebok Shoes
d) All-bran breakfast cereal

Wrangler

2 Run away with one of two pairs of Reebok trainers by telling us which of these hunky brutes stars in the black Levi 501's commercial. Is it?
a) Denim Elliott
b) Eddie Kidd
c) Nick Kamen
d) Dame Edna

3 Mastertronic has 10 *Le Mans* T-shirts to the first readers who can spot the missing word in the following advertising slogan. **The fit**

7 Don't be a baby — gro up and win one of 10 *Jack The Nipper* T-shirts and 10 copies of Gremlin's latest naughty nipper game. Just tell us what is being advertised on TV when a woman takes her clothes off in an Underground train.
a) Nudist's monthly
b) French Connection
c) Itching powder
d) Right Guard deodorant

8 CRL will send a copy of three of its latest games, *Book Of The Dead*, *Ninja Hampster* and *Sunstar* to the 10 lucky winners who know exactly who is '**On The Button**'. Is it:
a) Cadbury's chocolate
b) Burton
c) Ronald Reagan
d) Next

9 Piranha has 15 of its tasty T-shirts and pens which could be swimming their way to you if you know which Lord has an article of clothing named after him. Is it?
a) Lord Body-Stocking
b) Lord Cardigan
c) Lord Longford-Leggings
d) Lord Dungeree-Denning

10 If you know who uses the advertising slogan, **The Name, The Place** you're in with a chance to win one of 20 copies of Konami's latest game, *Jackal*. Is it?
a) M&S
b) A&N
c) C&A

11 Codemasters is offering 30 whizzing copies of its latest game, *Grand Prix*, if you can tell us what kind of footwear is advertised with the **Walking The Dog** slogan. Is it?
a) Dog Marten's
b) Hushpuppies
c) Wellington boots
d) Green Flashers

12 Can you remember whose bras used to '**Lift And Separate**'? If you can, you could be one of 10 lucky winners who'll receive a T-shirt from Activision. Is it?
a) Playtex

is.............., **The style is all your own**. What's the missing word then?
a) Too-small-Isn't-It-time-you-went-on-a-diet?
b) Wrangler
c) Doc Marten's
d) Epileptic

4 US Gold has offered 10 sweatshirts, that aren't all that sweaty 'cos Phil only wore them for a week, to keep you as snug as a bug. But if you want to keep warm you'll have to tell us what's missing from the following advertising slogan?

The United Colours of ....

a) The Union Jack
b) Benetton
c) The Race Relations Board
d) Dr Who's scarf

5 10 *Livingstone I Presume* T-shirts from Alligata are waiting to explore your chest-size (oo-er) if you can decide which clothes shop started out selling all its merchandise for a penny each on a market stall?
a) Harrods
b) Selfridges
c) BHS
d) Marks & Spencer

6 Ariolasoft will be flinging 10 Starlight frisbees and 10 *Centurion* T-shirts to the winners who know who or what uses a single sheep in its TV advert.
a) RSPCA
b) Furry Booties
c) Tick Shampoo
d) Pure Wool
b) Big bazookas
c) Under-the-shoulder-boulder-holders
d) Triumph Spitfires

13 Ocean has a collection of its T-shirts, bags and mugs to give to the winners who can decide which designer label uses a crocodile as a motif. Is it?
a) Carling Black Label
b) Lacoste
c) Nike
d) Fred Perry

*** Of clothes silly!**

RULES

■ Employees of Dennis Publishing Ltd, Ariolasoft, Codemasters, Wrangler, US Gold... in fact practically everybody will find themselves 'debriefed' if they attempt to enter.
■ If you're in the altogether, you'll make sure your entry reaches us by the Clothing date — 30th November.
■ Taking your clothes off won't get you a favour from the Ed — she'll just tear you off a strip.

BET YOU WISH YOU WERE AS STYLISH AS ME

I've got style and to prove it here are my answers to the 13 (unlucky for some but not me) questions:

Q1____ Q2____ Q3____ Q4____ Q5____ Q6____ Q7____
Q8____ Q9____ Q10____ Q11____ Q12____ Q13____

NAME________________________

ADDRESS________________________

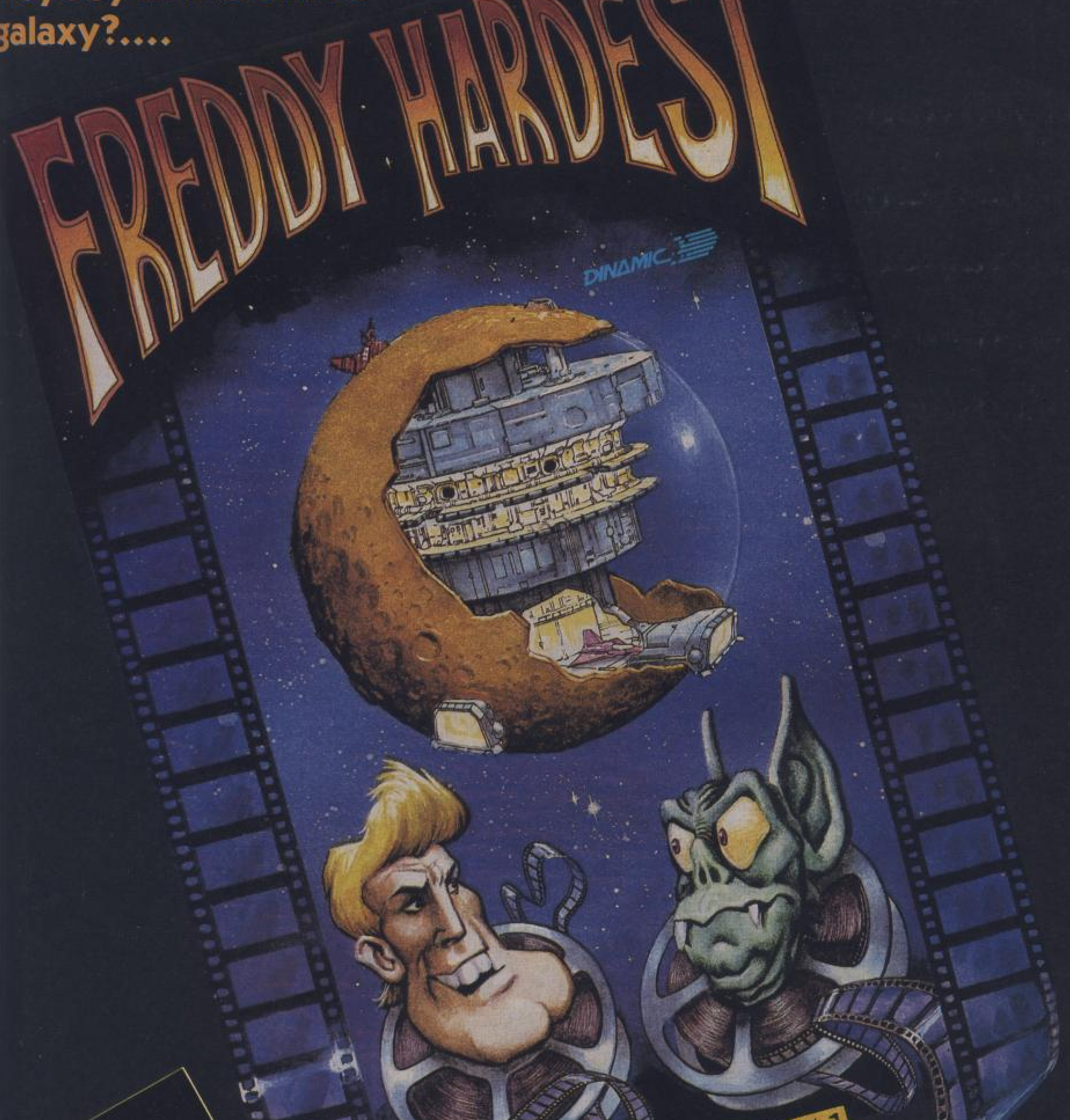
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____________ POSTCODE____________

JEAN SIZE____________ SHOE SIZE____________

Even while I'm measuring myself up for all the millions of prizes I'm going to win, I'm sticking this to the back of a post card and sending it to the Give Me A Damsel In Dis Dress Compo *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Who's the most mischievous Playboy in the entire galaxy?....





...That's Who!, and don't forget it!

You may not believe it but he's a super-sharp counter espionage agent with a big appetite for entertainment and there's nothing he enjoys more than a full blown bruise-up! Now trouble is heading his way as you help Freddy recover, after yet another crash-landing, to steal a space-craft to freedom. Take on man-eating ants, reptiles, robots, mutants and genetic throw-backs with Dinamic's latest wonderman – Freddy Hardest.

SPECTRUM £7.95 COMMODORE £8.95 AMSTRAD £8.95 MSX £8.95

Imagine ..the name of the game

Imagine Software, 6 Central Street, Manchester M2 5NS, Tel: 061 834 3939, Telex: 669977.



This map should give you a taste of the kind of routes you can choose through the *Outrun* race arena.



You've played it in the arcades, now thrill to the world's favourite game in the comfort of your own Spectrum. We sent veteran *Outrun* driver, Phil South, to check it out.

Nothing fills the heart of a games reviewer with more dread than the thought of one of his favourite arcade games being converted to work on the humble and rubbery Speccy. The thought of all those huge, lumbering megabytes of graphic memory and sound synthesis crunched into our favourite computerised beermat makes me wince. But I needn't have worried. The task of converting *Outrun* to the Spectrum, and certain other computers has been put in the more than capable hands of Probe Software. Now there's a team of programmers who know a thing or two about arcade conversions. *Last Mission, Solomon's Key* and *Rygar* were all done by these cheerfully talented blokes, and so I didn't feel too bad about seeing the colossal *Outrun* on the small screen.

To put you out of your misery, it looks great. Okay, so there are a few less colours on the screen, but all the action of the megalithic arcade monster is still there in glorious duochrome: hills and bumps, trees, buildings, trucks, the odd Porsche, CHECK signs and arrows pointing in the direction that the road is turning. The sensation of motion along the road is fantastic, and you'll really believe that you're flying along it in your Ferrari, the wind tugging your hair, the surfers bobbing along on the sea and the crowd cheering you on.

The road goes up and down, splits in two and goes under the stone tunnel, just like the real thing. The graphics are beautifully rendered down to the last detail, like the way that the Ferrari horse logo on the back of the car faces in different directions as you turn. (Check out your local arcade version if you don't believe me.) The graphics of the other cars and trucks get bigger as you approach them and your car spins up in the air as you hit something too, over and over. Everything is drawn to perfection.

Of course some things didn't make it into the game, there had to be some, so the map is slightly different from the original, and a couple of bits of traditional *Outrun* scenery didn't turn up either. But what you don't notice, you won't miss, and I reckon you'll be too busy playing the game to notice anything's missing! To be blunt, this game is going to outsell anything going this Christmas, whatever I say about it, but for what it's worth there's a flippin' good game in there. Test drive one today!
(VvvvvrrrooOOoommmmm!)

FAX BOX

Game	*Outrun*
Publisher	US Gold
Price	£8.99

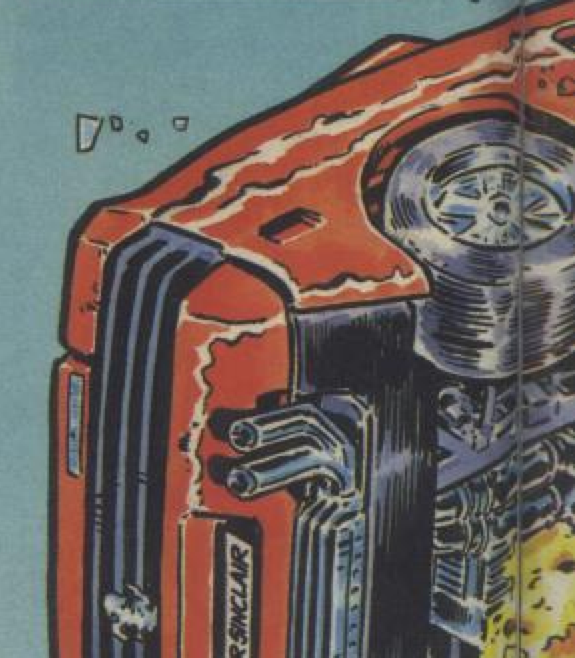


Illustration: Jerry Paris





Exclusive Megagame Preview

SHORT CIRCUIT



Just so you can compare the look of the new Spectrum game with its arcade grandaddy, here's a sneaky peek at the original *Outrun* in all its 16 bit, eight megabyte glory! Yowser! But how does the Speccy one match up to the coin-slotting monster? Read on...

BURNIN' RUBBER

The trick in *Outrun* is to get to the CHECK signs before this timer runs out thereby winning an extended play. Only if you qualify on each leg of the game do you get to play to the end of the particular route you've chosen on the map.

Wow! I really like some of these racing games 'cos of the wacky scores you can get. I mean how about getting 7370010 just for belting up the road at 180mph and wrapping your Ferrari around a small branch of Dolcis?

The scenery has been copied down to the last detail, with all the trees and rocks whipping past your ears with pixel-perfect precision. The objects are drawn in different sizes to ensure consistency as they grow in size while speeding towards you.



There aren't as many buildings in the Speccy version as there are in the arcade, but what do you expect for a humble 8-bit computer, eh? What roadside objects there are in this version are well rendered and just add to the sense o' speed and excitement.

There are several performance cars on the road today, it seems, with a Porsche, BMW and a Beetle... huh? A Beetle is a performance car? Still, it's another hazard to whip past and if you want to finish the lap with time to spare, you'd better stop carspotting!

One thing which is missing in even the Sega console version is the speedometer. But in our Spectrum version the speedo is here, and a very useful guide to when to change gear, and gauge how fast you should be going around some of the tighter bends.

One of the most impressive sprites is the truck. No other game has a socking great 18-wheeler on its screen in perfect animation. And it's not so easy to get past either.

And here it is, the fabby *Outrun* Ferrari on the small screen. Looks good, dunnit? All the features you know and love are intact, even the little spurt of smoke from the tyres.

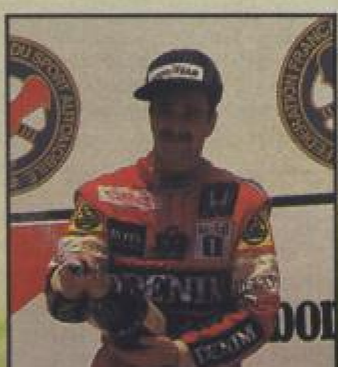
NIGEL MANSELL'S

GRAND PRIX

"NIGEL MANSELL'S GRAND PRIX" is ready to take you and your computer into the fast lane of game excitement. As well as capturing the speed and adrenalin pumping danger of the world's greatest sporting spectacle, the game is the first racing simulation to reflect some of the enormous advances in car design and technology that have taken place recently.

And yet the game still offers an excellent opportunity for even the most inexperienced novice to blast round the track at excessive speeds with the turbo on maximum boost and not a care in the world for fuel consumption, tyre wear or racing line. However, for those who know, or want to know a little more, there is an opportunity to race a selection of the world's greatest circuits in the quest for valuable championship points.

The red lights are on – *you snap into gear.*
The engine roars – *your grip tightens on the steering wheel.*
The crowd goes wild as the lights flash to green.
900 brake horsepower is suddenly unleashed and the Williams hurtles to the first bend.
Ahead of you lies 31 weeks of the world's most gruelling and spectacular sporting championship.



(Technical Consultants – Nigel Mansell, Peter Windsor, Williams Grand Prix Engineering Ltd.)

Nigel Mansell celebrating victory.

Just over half the race completed and you're lying second to your main rival – 0.8 seconds ahead of you.



Your pit crew are in constant contact with you throughout the race.

Correct gear selection is vital.

Use your Turbo for extra power – but watch that fuel.

This panel gives you vital information on your race performance.

Wing mirrors. No sign of the third place car yet!



Produced by

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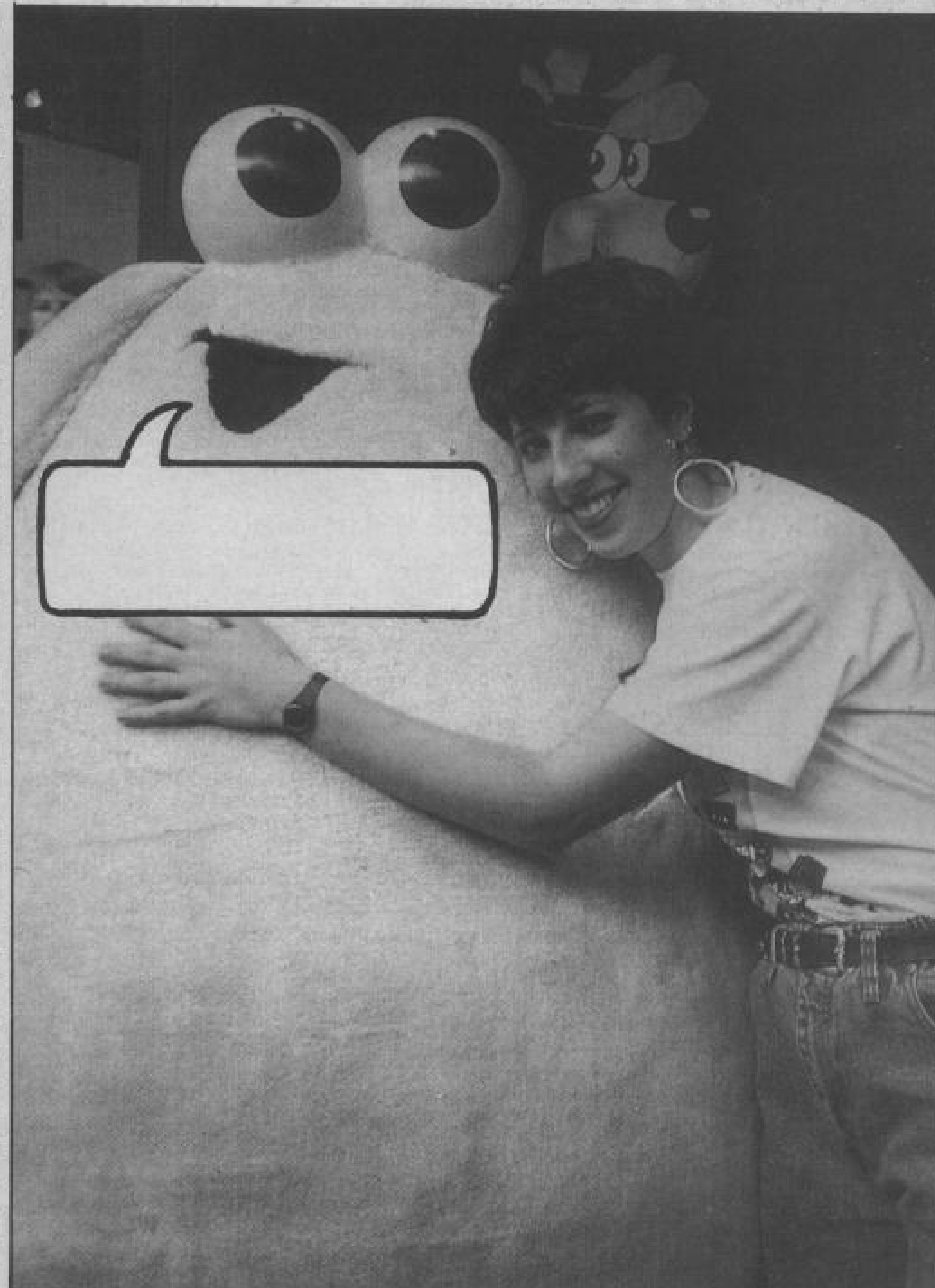


YOU STUPID BERK!

Win two piles of *Trap Door* bedtime bliss, including video, record, quilt cover and cuddly Berk, and 30 copies of *Through The Trap Door*, in this amazing *YS*/ Piranha compo!

Trap Door, in case you've had your head down one for the last year, is the super stop-frame animated TV series all about Berk, a loveable blue blob in the employ of a mysterious wizard, who you never see. Berk, helped by his friends Drut and Boni, is the castle servant, and his adventures take place in and around the castle kitchen, and the huge and sinister *Trap Door* in its floor. Many spooky and disgusting animals live beneath the Trap Door, and in *Trap Door*, the game, Berk used these animals to help prepare dinner for his Master. In *Through The Trap Door*, Berk and Drut venture beyond the Trap Door to rescue Boni, who's been kidnapped by the fearsome creatures and being held to ransom deep in the slimy bowels of the castle.

This second game is just as funny and well animated as the original but this time the map is twice as large, and on first glance looks all set to be Piranha's hit of the year. To celebrate this brilliant game, we ask you this question: What could be better than snuggling up to a cuddly Berk at night? Snuggling up with a cuddly T'zer at night, did I hear you smirk? (*Stop that at once you slithery little lustbucket! Ed*) The proper answer to that question is 'nothing'. And to help you achieve this bedtime bliss (The Berk, not T'zer) we have banded together with Piranha to bring the two first prize winners the *Trap Door* goodies kit, consisting of a *Trap Door* video, *Trap Door* quilt cover and pillowcase, the *Trap Door* record, *Trap Door* colouring pictures, a cuddly Berk, a cuddly Rogg, and of course the *Through The Trap Door* game. Don't worry if you don't get the main prize, 'cos there are 30 prizes of *Through The Trap Door* for the runners up. Right then! All you have to do is put words in the Berk's mouth. Look at the picture on this page of T'zer communing in a deep and meaningful way with Berk at the PCW Show, and decide what they're saying to each other. When you've penned your witticism, send the coupon to: Berk! Where's My Dinner! Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



Name..

Address..

....

.... Postcode ....

RULES

- Any Berks employed by Dennis Publishing or Piranha found entering this Trap Door compo will be thrown in the dungeon.
- The Ed's decision is final, and no correspondence, especially with unruly Berks, will be entered into.
- Any Berks not entering this compo by December 31st can shut their Trap!


24 HOUR
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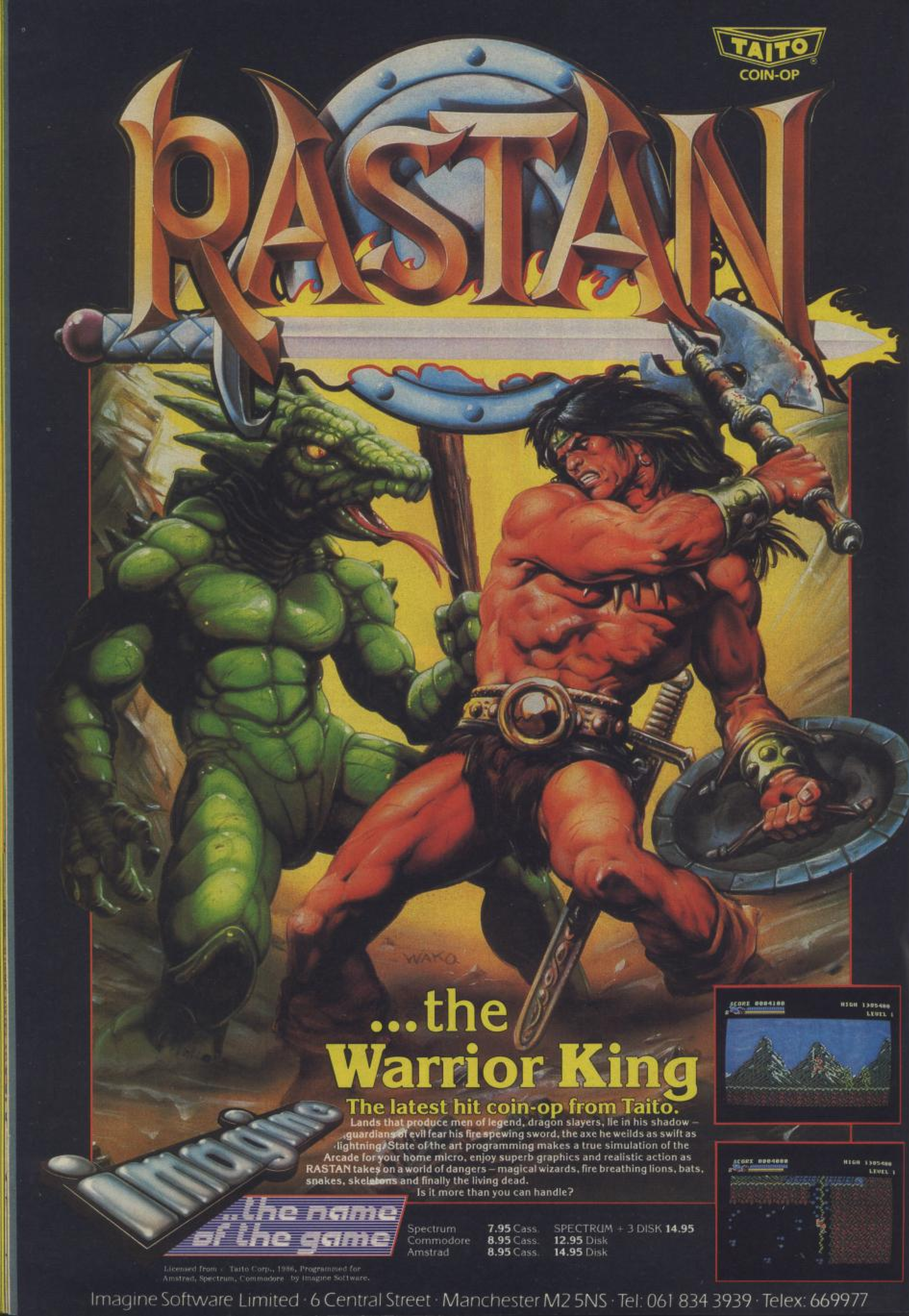
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COMPO WINNERS

ROAD RUNNER COMPO

Meep, Meep! Vrooooom! Is it a bird? Is it a plane? Faster than the speed of light and faster than the speed of bird-shit… it's the winner of our Road Runner compo. You were all certainly quick to spot those ten hidden words in the wordsquare. Our winner gets a Sony Walkman, a go-faster tracksuit and a copy of **Road Runner.** *The thirty runners up also get a copy of the game.*

Winner: Martin Speller of Peterborough.

The runners up: C. Ferre of Havant, Hants. M. Hetherington of Poynton, Cheshire. Duane Patrick of Cummock, Ayrshire. M. Ness of Little Sutton, South Wirral. G. Conn of Seafar, Cumbernauld. A. J. Holland of Witham on the Hill, Bourne. C. Amies of Ledbury, Herefordshire. A. P. Kitching of Liverpool. T. McCullough of Newtownards, N. Ireland. Scott Donaldson of Hamilton, Strathclyde. S. A. Baker of Knottingley, West Yorks. G. T. Nicholson of Leeds. A. Prouton of Southampton. M. Shergill of Birmingham. Gary Brighton of Newmarket, Suffolk. Sarah Woods of Bradford. A. Tobin of St. Helens, Merseyside. S. Hamer of Kenilworth. A. Lovatt of Leeds. W. Smith of Blackpool, Lancs. N. Moore of Northampton. A. Maitland of Arundel, West Sussex. A. Dale of Glossop, Derbys. N. Wilson of Giggleswick, North Yorks. R. Greenwood of Bradford, West Yorks. B. Benson of Plymouth. R. Dimmock of Pontefract, West Yorks. N. Winter of Bournemouth. J. Walpole of Weybridge, Surrey. R. Taylor of Margate, Kent.

THING BOUNCES BACK COMPO

Coil up… coil up… read all about it! We have fifty winners who can tighten their springs and get ready to play *Thing Bounces Back*, the new game from Gremlin which will be bouncing its way to:

R. J. Spencer of South Benfleet, Essex. Anthony Slill of Bradford, West Yorks. Lee Nash of Peterborough. S. Ball of Beverley, North Humberside. A. Eccleston of Stoke-on-Trent, Staffs. S. Stokes of Staines. S. Doody of Walsall. S. Donaldson of Hamilton, Strathclyde. Tricia Rey of East Grinstead, West Sussex. Maria Ward of Dartford, Kent. Melanie Richardson of Vauxhall, London. Nicola Mackenzie of Aberdeen. Martin McKerrell of Ardrossan, Ayrshire. Graham Roberts of Neston, South Wirral. G. Davies of Cardigan, Dyfed, North Wales. Colin McBurnie of Dewsbury, West Yorks. Richard Martin of Chelmsford, Essex. Jo Leader of Tunbridge Wells, Kent. Neil Penk of Liverpool. Arthur Adams of Luton, Beds. Chris Stephens of Newport, Gwent. Steve Newton of Lanner, Cornwall. Neil Talbot of Bromsgrove. Ian Paul Green of Sheffield. Kristian Boa of Guisborough, Cleveland. Sam Parr of Kettering, Northants. J. P. Wadey of Caterham, Surrey. John Luby of Duns, Berwickshire. Richard Simpson of Richmond, Surrey. Jim Davidson of Grangemouth. Gerry Galloway of Liverpool. Helen Williamson of Elgin, Moram. Daniel Gardner of Glasgow. Justin Crane of Hayes, Middx. Michael Ross of St. Leonards-on-Sea. Paul Dawson of Wandsworth, London. P. Armstrong of Tooting, London. S. Rees of Bridgend, Mid. Glam. S. Rowall of Washington, Tyne & Wear. J. K. Marston of Wimbourne, Dorset. Daniel Armstrong of Leominster, Herefordshire. S. Mueller of Colchester, Essex. R. Learman of Cleveland. Luis Miguel H O Pereira from Portugal. Andrew Bunton of Peterborough, Cambs. Anthony Johnson of Willesden Green, London. Gary Wedge of Cannock, Staffs. Richard Jones of Horndean, Hants. Philip Merritt of Gravesend, Kent. A. Moran of Cardenden, Fife.



BUBBLIN' UNDER COMPO

"Splish Splash, we were takin' a bath… Oy! What are you doing in here?… Three lucky swimmers… Sorry winners get snorkelling kits for spotting the differences between our two wacky snorkelling pix. 50 runners up get a copy of *Hydrofool*.

The winners are:
Stephen Parsons of Bradford, West Yorks. R. Stephens of Saundersfoot, Dyfed. Duane Dickens of Wolverhampton.

Swimmers-up:
Christopher James Turner of Bristol. Adam Thompson of Richterswil, Switzerland. Derek Campbell of Kilbirnie, Ayrshire. Adam Mayer of Liss, Hants. Paul Woodland of Ashford, Kent. Andrew Muggeridge of Harlow, Essex. Paul Tullock of Saltcoats, Ayrshire. Neville Chesworth Junior of Gunnislake, Cornwall. Arth Bogacki of Neasden, London. Douglas Bryson of Stranraer, Wigtownshire. Colm Mullings of Portlaoise, Co. Laoise, Ireland. Alistair May of Eling, Moray, Scotland. Caroline Middleton of Sheffield, South Yorks. James Sutherland of Kingsthorpe, Northants. Craig Hoggarth of Kendall, Cumbria. Adrian Lawrence of Ongar, Essex. Malcolm Ferre of Havant, Hants. Narhari Mistry of Bradford, West Yorks. Noel Anastasi of Mosta, Malta. Tim Stokes of Hayes, Kent. John Oliver of Woking, Surrey. Brian Morton of Livingstone, West Lothian. Ian Cramp of Yarmouth, Isle of Wight. Neil Penk of Liverpool. Michael Pearson of Manchester. Phil Askey of Keele, Staffs. Rick White of Doncaster, South Yorks. Peter Donoghue of Altringham, Cheshire. Shane Young of Pudsey, Leeds. Derek Whiteman of Gandre, Mid. Glam. David Stephen Barker of Stockton-on-Tees, Cleveland. Robert Fletcher of Norwich, Norfolk. Grant Pollock of Glasgow. Clint Hammond of Letchworth, Herts. Ben Moynham of Blacon, Chester. Bruce McCafferty of Newport on Tay, Fife. Patrick Maloney of Pontefract, West Yorks. Robert McFarlane of Port Glasgow, Renfrewshire. Lake Pepperell of Sittingbourne, Kent. J. Barnaby of Bristol. Marc Robinson of Carlisle, Cumbria. R. Major of Andover, Hants. Dean Walker of Peterlee, Co. Durham. Simon Bacon of Hinckley, Leics. Andrew Stringer of Stanstead. Essex. Mark Walton of Rotherham, South Yorks. G. V. Smith of St. Austell, Cornwall. Vincent Chapman of Grange-over-Sands, Cumbria. Colin Campbell of Mayfield, Dalgith.

Nemesis The Warlock Compo

What's tough, rough and has more machismo than Thomas de Torquemada's big toe? Yes, it's our winners of the You're Warped Compo in the June issue of *YS* Five lucky machos can battle it out with their *Nemesis The Warlock* vigilante goody bags containing the arcade game, T-shirt, book and badge. Also wrestling through the post will be a further 25 copies of Martech's game for the runners-up.

Winners: Wai Sing Man of Brighton, East Sussex. Matthew Thomas Ollerhead of Stoke on Trent. Trevor Philip Coleman of Oxfordshire. Steven Goynes of Co. Durham. Paul Glaister of Walthamstow, London.

Runners-up: David Clifford of Caterham, Surrey. Krishna Francis of Southampton. Samu Meilonen of Tampere, Finland. Simon Edwards of Bristol. James Stevenson of Kingham, Oxfordshire. T. McCathie of Edinburgh. Lexie Kerrigan of Strabane, Co. Tyrone. Evan Barratt of St Ives, Cambs. Ines Sedo of Orpington, Kent. Nicholas Rowan of Leeds. Paul Young of Sudbury, Suffolk. Paul Bainbridge of Andover. Jamie Talbott of Bromsgrove, Worcs. Riccardo Tamisari of Aberdeen, Scotland. Katy Sheppard of Ebbw Vale, Gwent. Jeffery Seal of Warley, West Midlands. Hayley Waltham of Spalding, Lincs. Carol Howard of Norwich. Mervyn Howard of Norwich. Lars Stokholm of Copenhagen, Denmark. David Durose of Stoke on Trent, Staffs. Jason Morrison of Co. Armagh, N. Ireland. John Sayers of Didmarton, Glos. J.K. Marston of Wimborne, Dorset. Justin Parker of East Mosley, Surrey.

YOUR SINCLAIR

TWO EDS ARE BE

OR ARE

What happened when two Ed impte

Fanfares sound. Ta-daah. 'Cos it's time to announce the overall winners of The YS Do
The winners are...

Spectacular! No, we don't mean they're wonderful, though of course they are. They're actually called *Spectacular*, or at least their fanzine is. It was the first fanzine winner to feature in *YS* way back in February. It's produced by two complete lunatics, Nat 'The Prat' Pryce and Jonathan Davies, and as you can see from the pages of their current issue (No. 12) it's incredibly well put together both in presentation and content. If you'd like to see just how spectacular *Spectacular* is write to: *Spectacular* Magazine, 28 Claremont Road, Bishopston, Bristol BS7 8DH. It'll only cost you 50 pence plus a stamp. A damn good read for the money.

Now here are these two Ed cases to tell you ▶▶▶



***Spectacular* – It's a winner!**

9.58am. Arrival



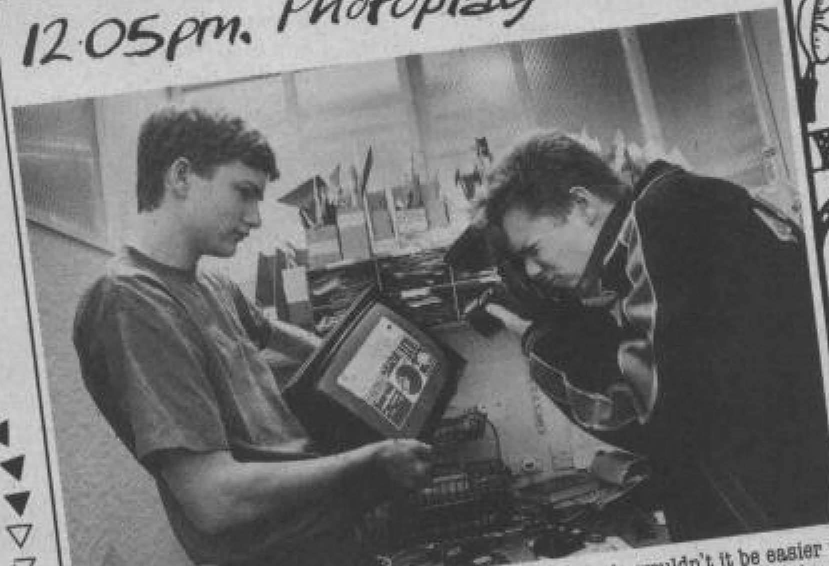
We've found it at last! **Nat:** Hardly 'Castle' Rathbone, is it? Looks more like a newsagents to me. Where is everybody? **Jon:** Here, gizza look. Jeez! What are those mags over there?!? Ahem, the darker side of Dennis Publishing! **Nat:** Is there a doorbell anywhere? Oh sh...ugar puffs! It's starting to rain!

11.50am. Weebreak



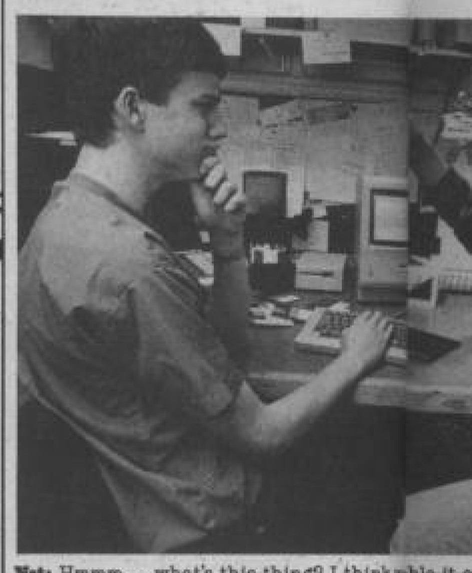
Time for a sneaky rest. Ah! So this is where all the work's done!

12.05pm. Photoplay



Jon: Up a bit... no, a bit to the left... watch my foot! Look, wouldn't it be easier if I held the screen still and you moved the camera? **Nat:** I'm sure this is how the pros do it, so stop arguing! **Jon:** Fine, but howzabout taking the lens-cap off, Lichfield! Click...rrr! Great, now hold the camera the right way round and we might get something worth printing by midnight.

12.35pm. Writinthe



Nat: Hmmm... what's this thing? I think ble it e that's what they did on Micro Live. **Jon:** Nat can't CLICKETY CLICK CLACK CLICK! **Nat:** What you doing Oh, it's in code, eh! **Jon:** Well, I'm just hitting keys re something sooner or later!

2.33pm. Proof-reading



Our reviews are back from the typesetters. **Jon:** Hmmm... I don't think much of that... er, how does it go? I before E except after C. Oh, it's right after all... **Nat:** Let's cut that out... that's no good either, or that, or that. Yipes! That's awful! **Jon:** Oh, the pen's run out, where's another? Scrawl, scrawl, scrawl...

3.59pm. Paste-up



Down to the basement where the arty farty guys hang out. Now let's see, we've got to layout this page. **Nat:** Hang on. You've got that bit upside-down. Pass the Uhu, would you? **Jon:** Haven't you got something a bit more heavy-duty than this knife? **Nat:** Oy, any more of that and this scalpel will be cutting off more than just paper, sonny!

TTER THAN ONE! E THEY?

npoters came to edit *YS* for the day...

YS/ Domark Fanzine Of The Year Compo. Opening of gold envelope... rustle... rustle...

11·09am. Getting Loaded



Ah-ha! A stack of games to review. **Nat:** Where's something violent and bloodthirsty? What are we loading now? *Indiana Jones*, huh? **Jon:** It looks like an expensive license to me... it *is* an expensive license! Pity there isn't a speed loader though. I thought this place was hi-tech, but there isn't a disk drive in sight. Wake me up when it's loaded!

11·39am Reviewing Begins



Wire we all tied up like this? **Jon:** I'm in-cable-ble of moving! Gimme the joystick and let's get blasting!! **Nat:** Look, matey, the Ed said we're s'posed to be working, not enjoying ourselves. We've got to review *Indians Jones* and *Ocean Conqueror* before she gets back. **Jon:** Is this really what they call 'work' around here?

ing the review



nk you ...bble it about on the desk. At least, : Nah, ...at can't be right then can it? ...hat are you doing? **Jon:** I'm typing. **Nat:** ...hitting ... keys really, but it's bound to do

1·27pm. Grub up!



Pah! A posh restaurant, they said. A ten-minute trudge through the pouring rain and we end up at McDonalds. And they've gone off to the local for a swift one. Hrumph! **Nat:** Give us a chip, Phil! Omph, schlup, fpsh, slip! **Jon:** I wonder if there's anything in these bags which is more edible than a Big Mac?

1·28pm. Nature Calls



Lawdy be, those McDonald Colas go straight to your bladder. The lav must be free by now! Oops! Sorry lads!

6·00pm. Zonked-out

ZZZzzzzzzzzzzzz



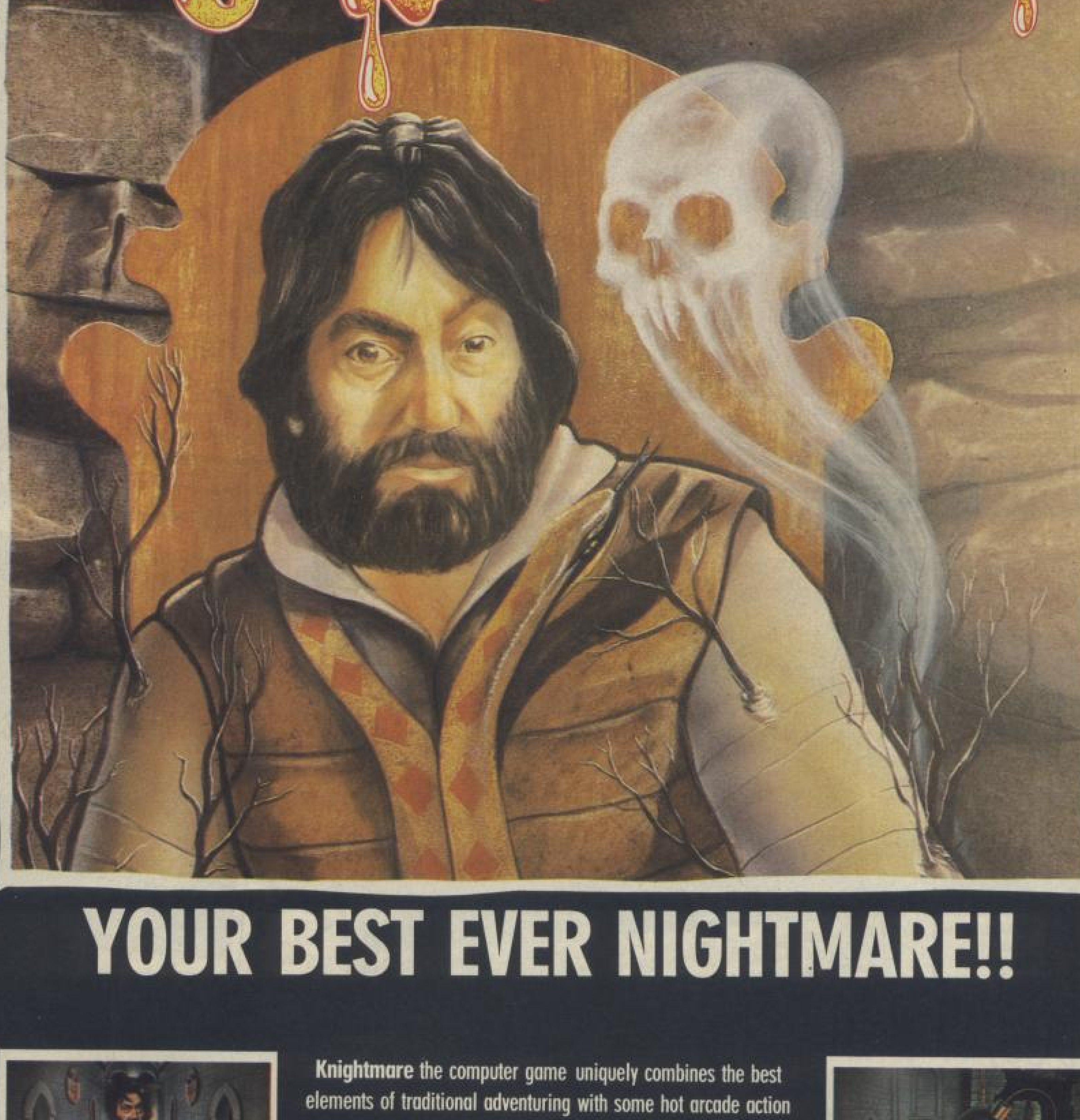
Those guys at *YS* must be super human. (*You've finally twigged. Ed*) **Nat:** We've only produced a page. I don't know about you but I'm knacker... ZZZZZzzzzzzzz...

themselves how they put together such a fabby fanzine, "We write and design it ourselves with the help of a few friends, an alphacom printer and a trusty Speccy. All our screenshots are dumped using the Multiface 1 and the magazine is duplicated on the local university's photocopier. We've been doing it for over a year (we're now on the 12th issue) so we reckon we're pretty experienced. In fact we could probably edit *YS*!"

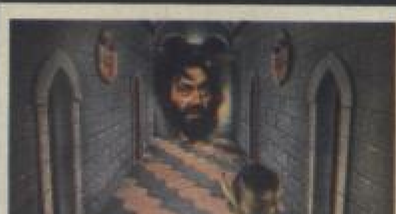
We'll soon see whether two Eds are better than one! It just so happens that Nat and Jonathan, the lucky winners of the Fanzine Of The Year Compo, received not only fame, fortune – well fifty quid – and lots of plugs *(I wondered why the sink kept emptying. Phil)*, but the most fantastic prize ever in the history of competitions! Yep, the chance to come to Castle Rathbone and step into the Ed's DM's for a day. And just look what a spectacle they made of themselves... ■

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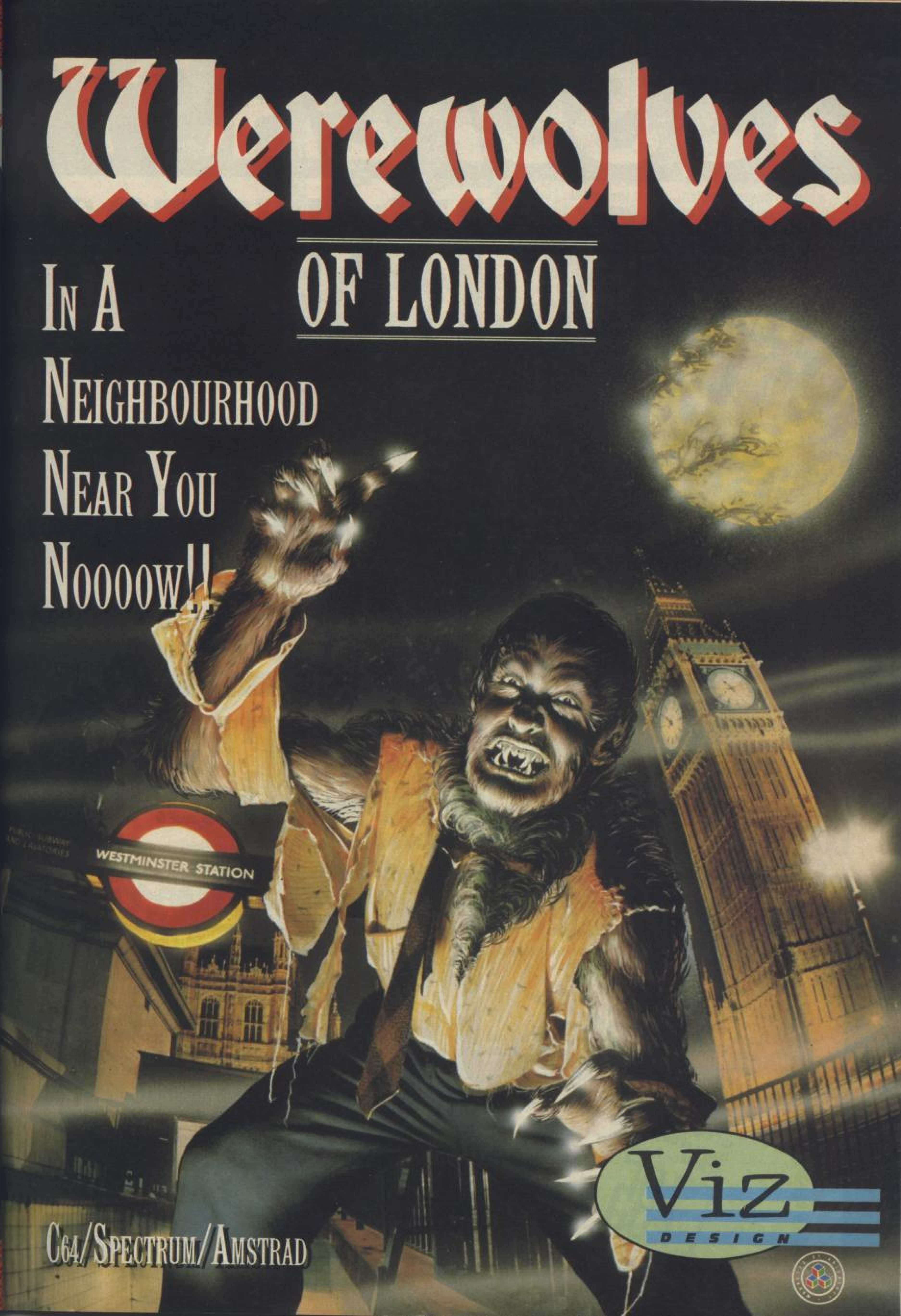
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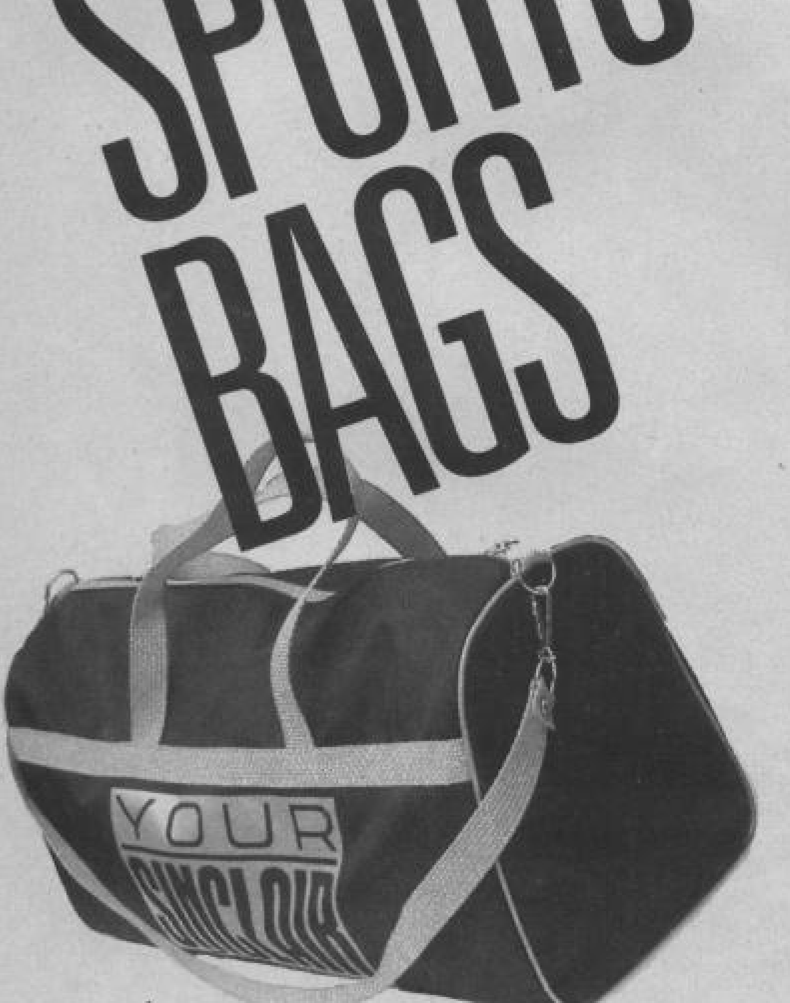
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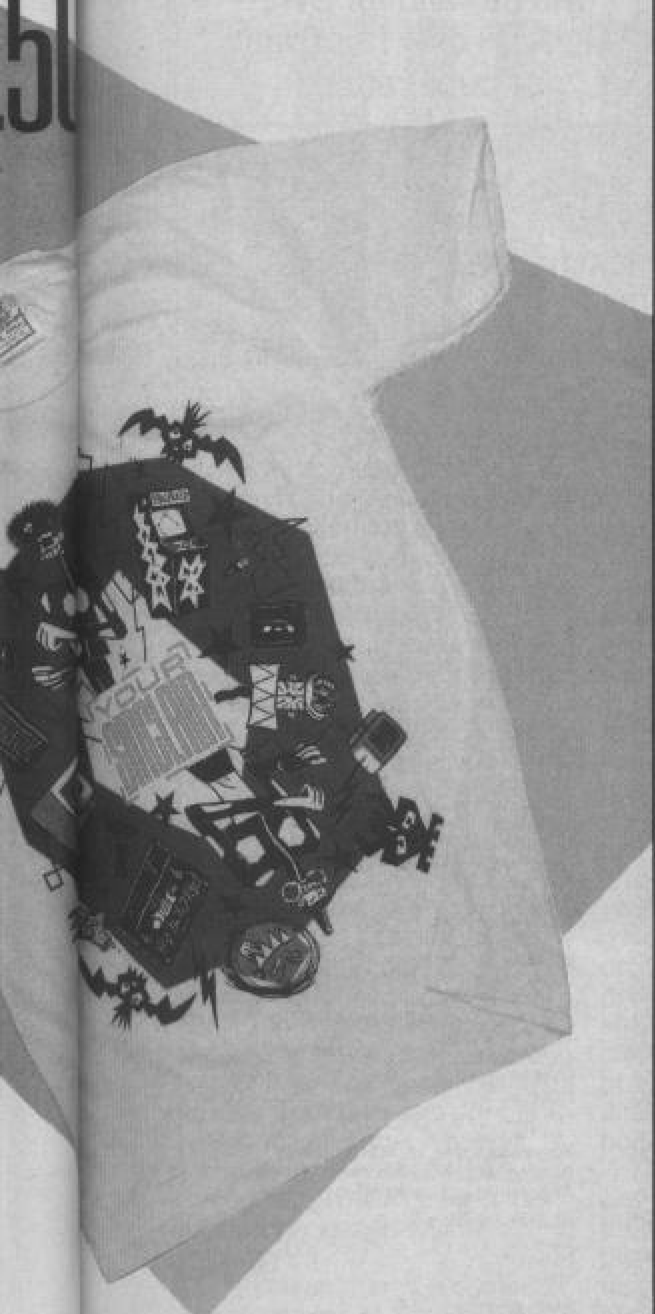
Get a load of this! 'Cos *YS* is such a skill mag we're giving away 'Your Sinclair Is Skill' badges to anybody who orders over £10 worth of goods. Berrilliant!

BINDERS

You know the way it is with magazines. You start collecting them, the pile grows and grows, they look a mess lying down, they won't stand up, they get all battered and ripped and you can never find what you're looking for. Well, why not buy yourself a nifty *YS* binder in red with gold lettering to keep 'em tidy. There's space for twelve issues of *YS* — so if you get a subscription now, it makes sense to get a binder too! One can be yours for the measly sum of £4.95 including postage and packing — so go on, get all bound up in *Your Sinclair.*



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SCREEN SHOTS

PART TWO

YOUR SINCLAIR MEGAGAME

YES PRIME MINISTER

Mosaic/£14.95

Marcus Ah, Sir Humphrey. Come in, come in. Do sit down.

"Thank you, Prime Minister."

Well, what can I do for you?

"Well, it has come to my attention that those . personages who may be described, if not by me, certainly by those people who could by no means be described as being, well, me, as the writers of a notable and highly lucrative series of entertaining half-hour humorous playlets on the televisual apparatus, have been branching out from these humble, if not actually modest beginnings and perpetrating further outrages and satirical comments on the workings of government and, specifically, the civil service, by means of books, T-shirts, radio programmes and now, it seems, some form of information technology which I believe is commonly known as the 'Speccy'..."

You mean there's a computer game version of *Yes PM*? Yes I know.

"You *know*, Prime Minister? How did you find out?"

Well, I'm in it, Humpry, as are you. Take a look...

Yes, Yes Prime Minister (as opposed to No No Nanette) is but the latest 'licence' to be bought up by a software company and slapped onto your Spectrum. The company behind this wheeze is Mosaic, known in the past mainly for a few low-key adventures. But *YPM* is a very different kettle of memos, what with its plush red packaging, its digitised pics of the characters and the hefty price tag (15 nicker, I ask you!). So wossit like?

In a move that'll gladden the hearts of Mrs T and all the other *YPM* fans, the Speccy game is immensely faithful to the spirit of the show. It's mainly reminiscent of US Gold's *Killed Until Dead*, with that splendid game's desk-and-phone scenarios and colourful graphics. Moving your cursor around, you identify what's going on (meetings with bigwigs and so on) and react accordingly. You get phonecalls from your advisors and attend meetings with them, in which you take decisions that are the basis of your success or failure in the game. Your long conversations with people are very funny and based, I'd guess, on dialogue used in the shows. There's the occasional hint around if you can find it, and if you can get into the safe, you'll find the latest poll results, which measure how you're doing. You score brownie points for showing judgement and knowledge, which by some curious process bump up your poll rating. Similarly, the polls decline if you keep making boo-boos.

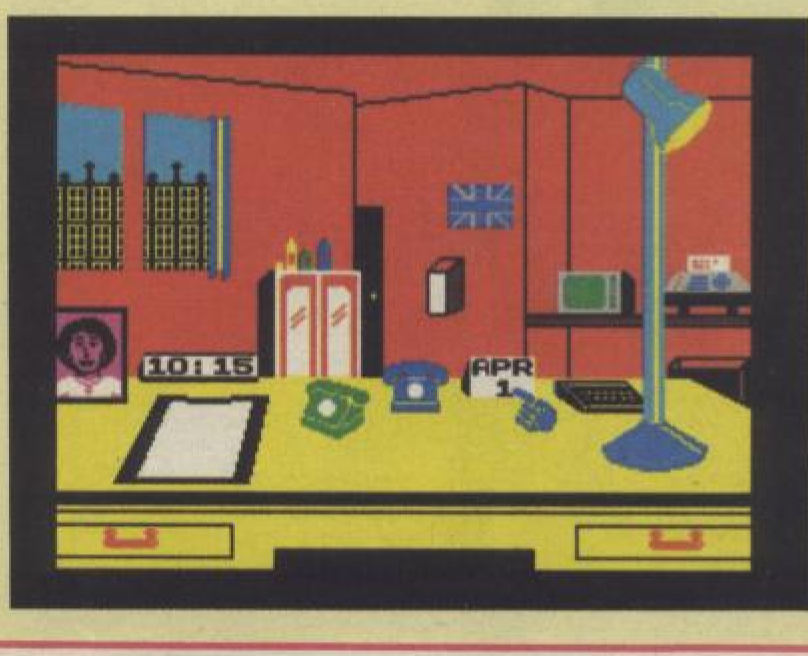
The game's a multi-loader and takes place over five days, during which you have to avoid the big E. There's a random element in each game, but after a few plays you'll find the same events recurring — I suppose it's called 'experience'. There's a lot to it, and even though it sometimes seems a little slow, I found you can speed up the game by clicking the cursor over the clock, which'll take you to the next moment something's due to happen. It's a problem solvers' game essentially, which means it's all right by me. There are a few ways of winning, I'm told, but loads of ways of losing, many of which I've already found!

So if you're a fan of the wittiest and best written gag show on TV, you'll want to snap this up swift-ho. It's only just this side of Adventureland, so it may not appeal to hardened zappers, but I look forward to many a warm winter evening trying to crack the Whitehall code and survive my week in office. As Jim Hacker himself once said, "You've just got to grit your teeth and bite the bullet..."

YS CLAPOMETER

Addictive and faithful translation of Dr B's favourite sitcom to the Speccy. Now who's going to do Black Adder...?

GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■■■■■□
TOTAL	**9**





YS Seal Of Approval
All games reviewed in Screenshots are finished products.

MASK

Gremlin/£7.99

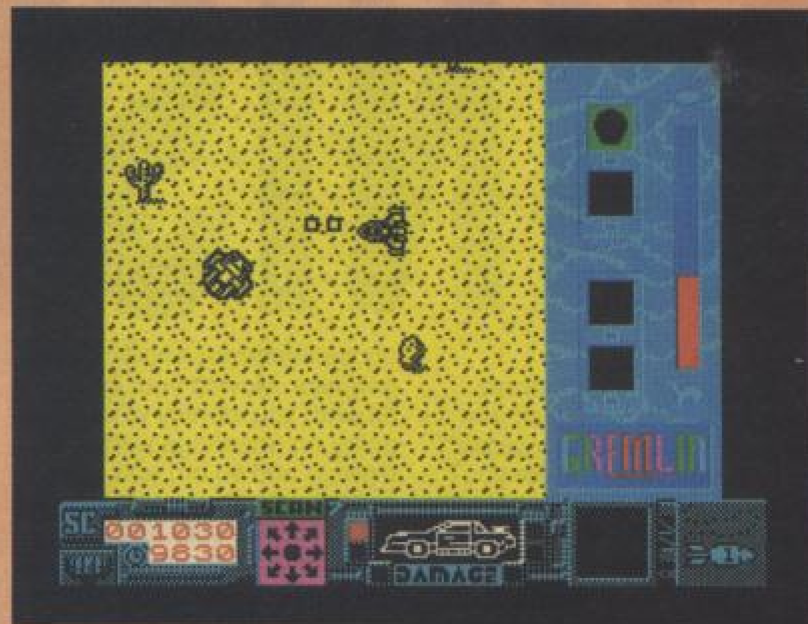
Richard *MASK* is the merchandiser's dream: a cartoon series, comic book, action toys and now a computer game as well. It all fits together so well, that the end result is the sweet music of thousands of cash registers. . .

Unfortunately very few licensed products turn out to be any good, and *MASK*, while acceptable enough, isn't gripping stuff. All of the *MASK* agents, with the exception of Matt Trakker, have been captured by the evil VENOM (Vicious Evil Network Of Mayhem) agents and thrown through the time vortex created by the explosion of the time bomb designed by the evil Miles Mayhem. Personally, I want to know why these superheroes were such wimps and let themselves be hurled through holes in temporal reality, but I'm just a crabby old games reviewer and who cares what I think. . .sassen frassen rassen. . .

Anyway, this leaves Matt with the awesome task of rescuing all his fellow agents, scattered over four time zones — Boulder Hill (the top secret *MASK* base that's so top secret that only VENOM seems to know about it), pre-historic times, the far future and the VENOM base. Each section has its own dangers. In modern times Matt and his Thunderhawk are attacked by falling boulders, tanks and Mayhem's switchblade helicopter, in prehistoric times it's pterodactyls and snapping turtles, while in the future it's black holes and radioactive waste. Then when you get back to the present and the VENOM base, it's that chopper again plus laser turrets and acid pools and giant spiders and land mines. . .

While avoiding and shooting these, Matt's also supposed to be collecting potentially useful objects that are lying around for him. These include repair kits, which repair the Thunderhawk again, and bits of locators — collect enough parts, put them together in the right order and your location-finding device will start flashing the direction of the nearest *MASK* agent you have to rescue. Also dotted about are the masks belonging to the various characters — but you only pick one up if you have rescued the person to whom it belongs. At the end of the game, with everyone rescued, you have to destroy the VENOM base, which looks like a giant snake.

I'd have been happier if the game had been zappier. As an arcade game it's not too hot. The controls feel a bit sluggish, to say the least, and the actual gameplay soon gets rather tedious.



Having said that, I have no doubt whatsoever that this will sell well, simply because there are enough *MASK* fanatics out there to ensure high sales. But if you aren't a *MASK* follower, then I'd think twice about picking up this one. There are plenty of better arcade games, and the licensing deal alone doesn't make it worth it.

YS CLAPOMETER

***Disappointing cartoon tie-in that's too slow to provide long term zapping. Wait for* MASK 2!**

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■■□□□□
TOTAL	**6**

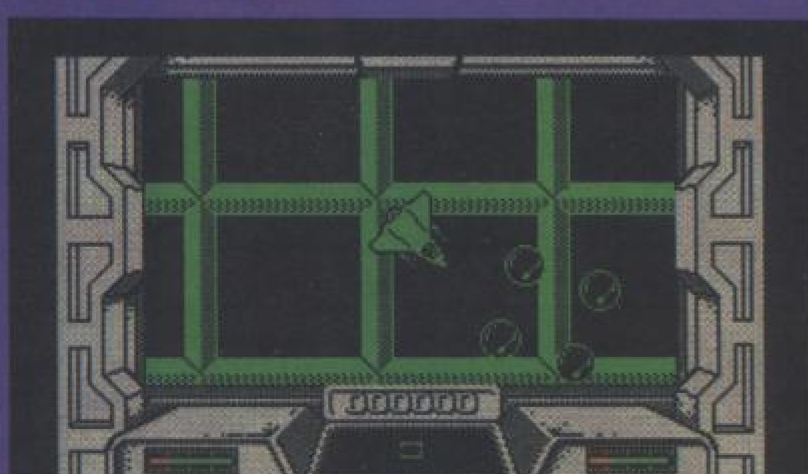
IMPLOSION

Cascade/£8.95

Tony W This game has got the kind of instructions I like — destroy everything! Short and sweet. But then *Implosion* doesn't really need any more info than that. It's just a zapping arcade game from start to finish. Don't be taken in by the marketing bluff — "the most exciting multi-screen scrolling game ever", it says on the cover. Give me a quid for every time I've heard that! It's well produced, and very good to look at, but the gameplay just isn't there chaps.

Okay, let's take a closer look. The aim is to liquidate every passing alien craft you come across. When one defence grid is cleared the next opens up, until all the grids have been polished off. Then the unlucky planet will implode, hence the name of the game.

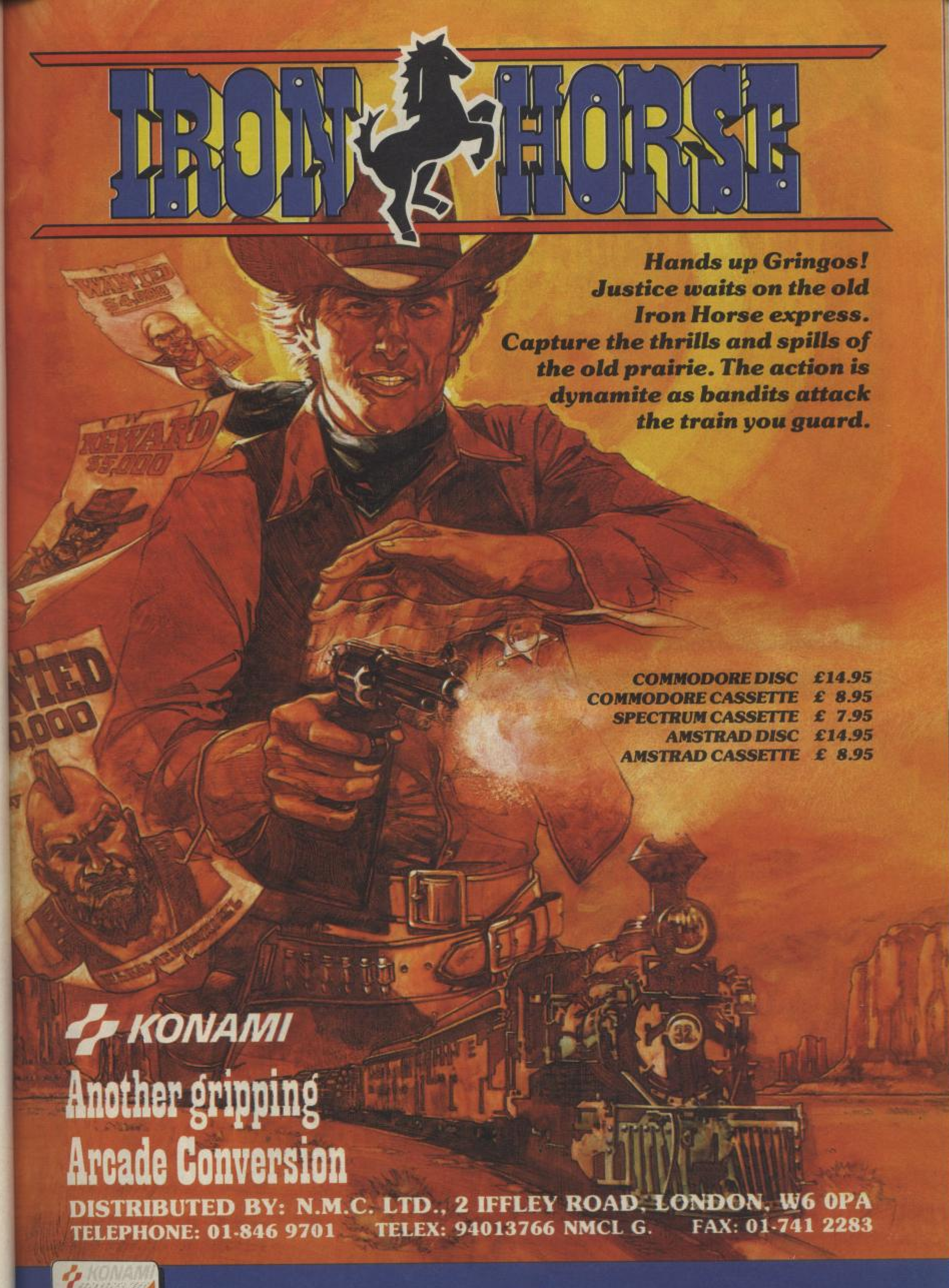
The action takes place above and below a massive grid. Your ship is in the centre of the screen and in true *Asteroids* style the screen performs a smooth 360° scroll when you move about. In fact *Implosion* is very similar in style to US Gold's *Last Mission*, but it's nowhere near as involved or hectic. The aliens tend to travel in packs and sometimes creep up behind you, sapping your energy as they pass. If you like a little non-stop, mindless blasting then check it out by all means, but don't blame me if you get bored! It's a bit pricy as well. Nuff said!



YS CLAPOMETER

An inferior* Last Mission *clone that's okay for half an hour's blasting, but there's little else of interest.

GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■□□□□□
VALUE FOR MONEY	■■■■■□□□□□
ADDICTIVENESS	■■■■■■□□□□
TOTAL	**6**


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INDIANA JONES AND THE TEMPLE OF DOOM



US Gold/£8.99

Jonathan I'm afraid you'll have to leave your sub-machine guns, photon torpedoes and lasers outside, 'cos your only weapon is a whip! Your mission as Indiana Jones, is to free the village of Mayapore's children from enslavement in the mines beneath Pankot Palace, and find the three Sankara stones.

Indiana Jones, the game of the coin-op of the film, loads in three parts, each of which is subdivided into three levels. Level one has you running round a platforms and ladders game, beating the hell out of the resident Thuggee guards and rescuing the kiddies.

Then, without even time to straighten your hat, you leap into a runaway mine car. Pursued by yet more of those dastardly Thuggees, (just who's responsible for these daft names?) you must ride to the Temple of Doom where you'll find one of those stones you were after. Do all this three times, and you're awarded a bonus level.

Graphics are hardly inspiring, with some very dubious animation in places. The programmers have taken the easy way out and done the whole thing in glorious monochrome, so it's a bit flat.

Although there are s'posed to be three separate levels, the second and third are over and done with so quickly you can't really include them. What it boils down to, then, is a rather crude *Willy* rip-off (don't even think about that one!) with a couple of rather pointless mini-games thrown in to pad it out a bit.

While *Indiana* is quite good fun for the first few goes, I can't really imagine anyone going wild over it. After lashing a couple of Thuggees to death the urge to reach for the reset button is almost overwhelming.

YS CLAPOMETER

Three-part zaparama that's really only worth it for the initial platforms and ladders stage. Proceed with caution.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

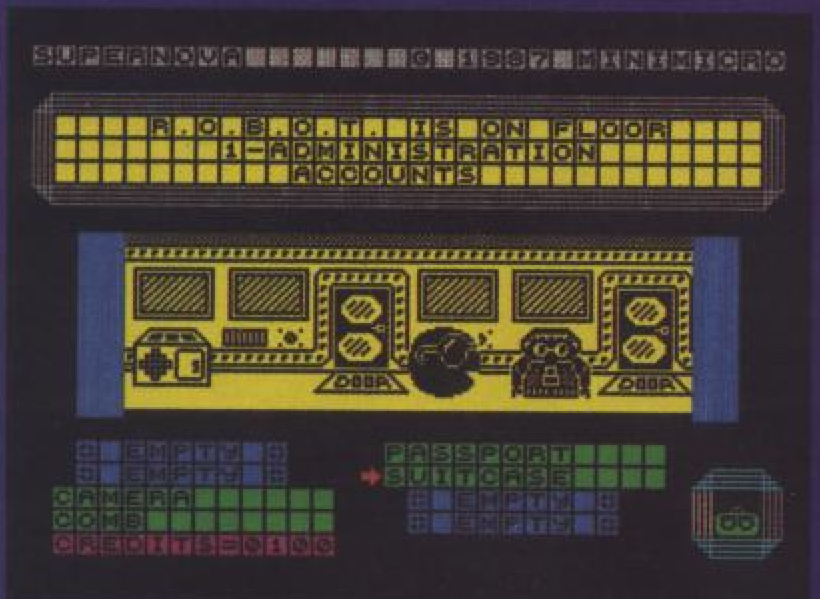
TOTAL 6



SUPER NOVA

Players/£1.99

Tony Worrall Crikey! A Really Odd Bio-Organism Thingy (or ROBOT to you and me) is in a bit of a mess. After taking a no-expense-spared holiday in the ever-so-trendy and prestigious Super Nova six star hotel, he finds he's a bit short of dosh to pay the bill — 2000 credits short in fact.



Not trusting our spherical droid one millimetre, the hotel owners decide not to let him out of the building until he can cough up the cash. As luck would have it, there are several gullible fellow tourists, and a pile of handy objects that can be turned into readies. Giving certain objects to characters can earn you a few credits, but if you really feel desperate, try playing poker with the marked cards, or forging documents. There are several ways of raising the dough — but first you must find them!

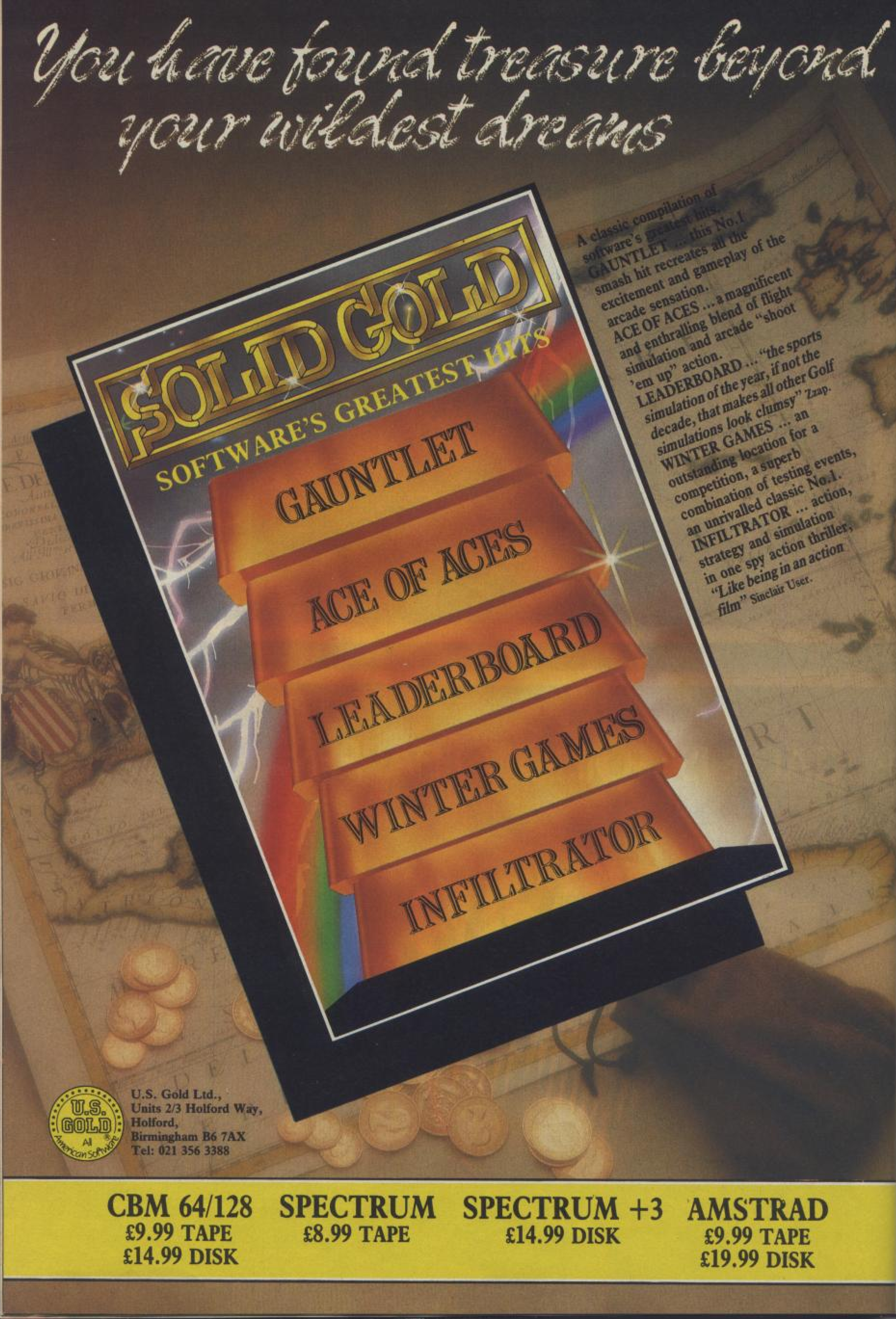
Super Nova was an independent release a while back, but now Players has picked it up. It's a fairly basic collect-here-and-use-there game, roughly similar to *Spellbound*, but *Super Nova* has a style of its own. It's well programmed — though the central action screen scrolls a little poorly — and not too difficult to work out. There are even a couple of tiny but addictive arcade games to be found in the Entertainment section — a nice touch indeed. Maybe the on-screen graphics are a little boring and blocky, but for the price it's not that bad. At first I thought I wouldn't like it but after a while it grew on me. I just wish I could be lucky enough to be locked inside a luxury hotel. You wouldn't find me trying to escape!

YS CLAPOMETER

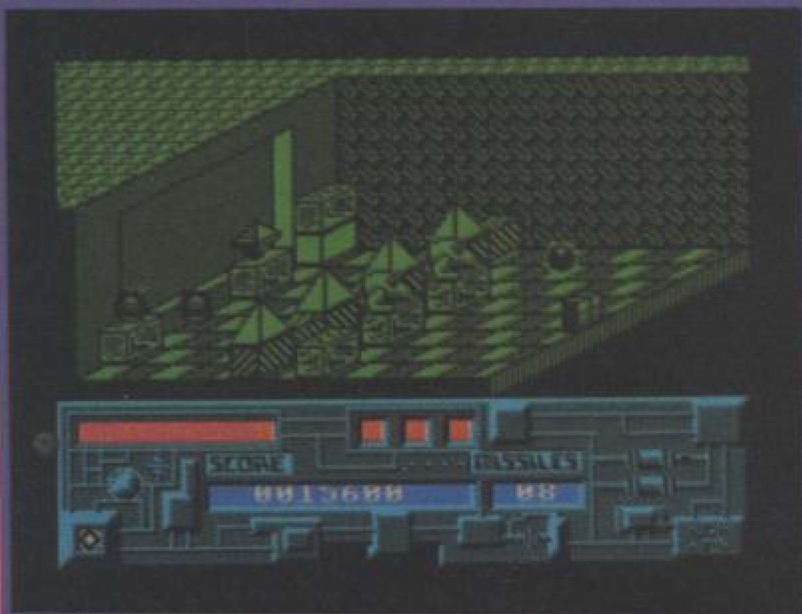
Another 'collect the objects' game, similar to many others, but with some interesting and clever features. Good value.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7


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BALL BREAKER



CRL/£8.95

Tony Worrall What an unfortunate title for a game. Kinda brings a tear to the eye — and playing the game may bring on the same result. *Ball Breaker* is frustratingly hard — maybe they should have called it 'Hardball'. The game, if you didn't already know, is a 3-D *Breakout* clone. The blocks that have to be thwacked actually look like real blocks. No flat indistinct shapes for this game. Your block sits at one end of the 3-D room, faced by a wall of different valued bricks. Some contain extra lives, others slow down the ball and so on, just like the other *Breakout* games — but the catch is you can only zap the bottom row of bricks. Anything balanced on top of these blocks then drops to the floor to be collected or zapped again. The higher bricks can't be touched until they reach the ground. This can lead to big problems — especially when a nasty is let loose by the destruction of a block. To complicate matters, some blocks can only be zapped from behind, while some need to be blasted with your handy cannon (but watch that limited ammo!).

There are many more, all detailed in the instruction pages accessible from the impeccable menu screens. Tune into the 128 version for a pleasant ditty that plays all through the game, or switch on the 128 'arcade-style' sound effects. These FX give the game a good deal of extra panache. The colour scheme sticks to the inevitable monotones to avoid clashes, but it works well — the play area is detailed enough to stand out. I said the game was hard — boy, is it tough! It took me hours to crack the second screen. The main problem is the forced 3-D perspective. This makes judging the return of the ball tricky in the extreme. Also most of the walls are far too near the player's bat for comfort. This, together with a couple of small bugs I noticed, make *Ball Breaker* a pig to play. Addictive, yes — nice on the eye, yes — but hard all the same. One for the *Arkanoid/Batty* crowd only.

YS CLAPOMETER

Yet another Breakout clone, this time in fabby 3-D. Great if you like this sort of thing — otherwise avoid.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

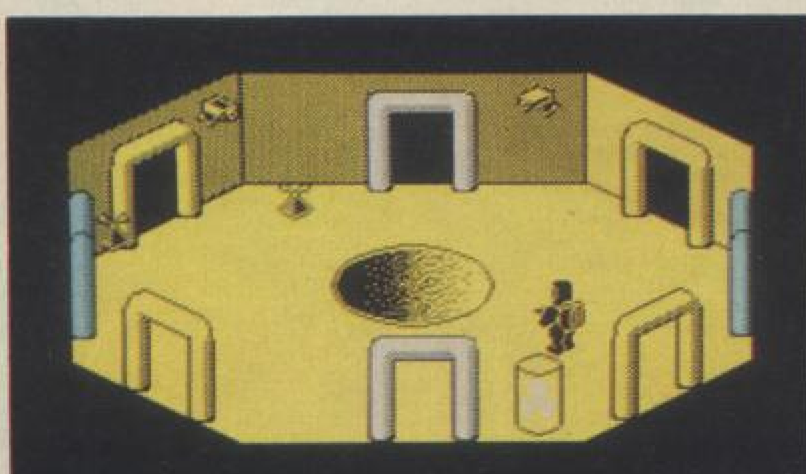
TOTAL 8

CHAIN REACTION

Durell/£8.95

Gwyn Does this sound like *Mission Impossible?* The Anti-Nuclear Party has reprogrammed your favourite reactor's robots to attack all humans, meanwhile the radioactive rods are set to meltdown in just thirty minutes. This synopsis will self-destruct in ten seconds!

Presumably the silly plot is somebody's idea of political satire. Still, it provides a hook on which to hang a fast moving arcade and maze game, whichever side of the nuclear power fence you should choose. (I prefer the lead-lined one, away from the reactor, myself!)



It could be that your radiation suit lacks real designer flair or maybe you really are as bland as you look, but the central sprite is unbelievably blocky and monochrome. At least you're armed with a machine gun and a jetpack, and you'll need them both to avoid the android perils of the power-plant.

The building has seven storeys, each linked by lifts and holes in the floor, which let you drop back towards the vault, into which you have to kick the rods. If you're really skilled you can float across the pit and release them as you go.

Meanwhile your radiation level increases every time you're hit by a robot or when you push an isotope. There are decontamination showers on every level, but as you have to clear the place in half an hour you can't afford to stop for a sing in the bath!

That's basically all there is to the game. It's just a question of mapping, shooting and dodging, all against an incredibly tight time limit. Though the rooms themselves are interesting shapes and pleasantly uncluttered, there's nothing really exciting about the graphics.

If you're into maze games this should provide some fun, but anybody else may find that it looks rather old-fashioned.

YS CLAPOMETER

Map and blast maze game in neat 3-D but it'll look too old-fashioned to make most people melt down!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

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Tony Worrall Cue Murray Walker impression — "And here comes the first contender in the highly controversial Grand Prix Formula One racing game stakes. *Grand Prix Simulator,* from the professional Code Masters team, takes the first corner and flies out in front narrowly missing the chicane. But the question on everyone's lips is will *GPS* make the flag, or is it really the pits?" That's enough impressions thank you very much!

This long-awaited race game that's been packing them in on the Amstrad, has now made it to the Speccy and it's not bad either. The idea is to power steer your tiny pixelated Formula One machine to three laps victory over the computer (or second) player. That done, you have the chance to battle it out on a new track with a more experienced and finely tuned opponent. No easy task.



Calling the game a 'simulator' is maybe stretching things a bit far. There is no chance to alter your car, you just have to drive it as fast and straight as you can. It skids and spins all over the place and often gets stuck in the barriers (unlike the 'bouncy' barriers in *Super Sprint*), bad news if you're behind!

As both cars look very similar, picking your own out can be tricky, and the attribute clash doesn't help. But the excellent speech and addictiveness of play add brownie points to the value. Very similar to *BMX Simulator* in style and play, but then again that's no bad thing! Good value, good FX, good gameplay (good grief!).

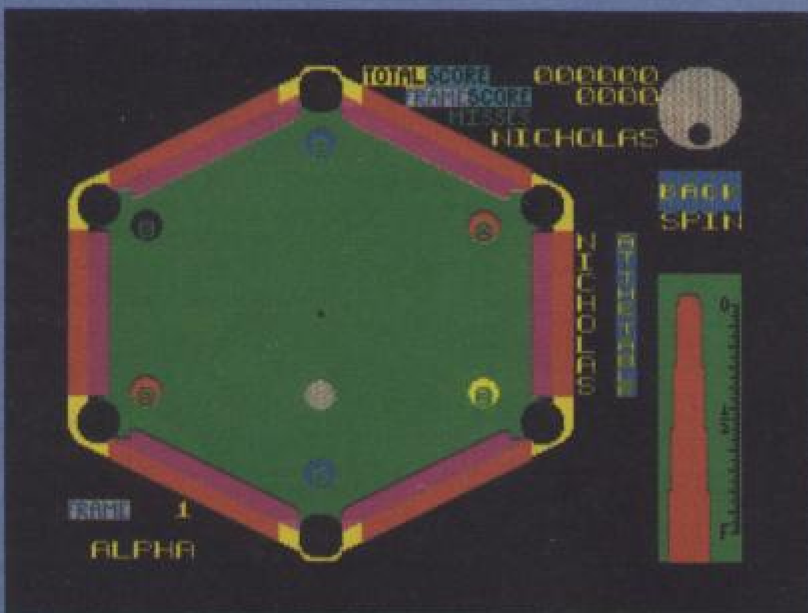
YS CLAPOMETER

The game that tries hard NOT to look like* Super Sprint. *Good racey fun but a bit too much like* BMX Simulator *for comfort.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■□□

TOTAL 7

ANGLEBALL



MAD/£1.99

Lucy When it comes to potting balls, chalking up and leaning over the green baize nothing beats a testing game of Pool. Except perhaps a new computer game from MAD, which will have you glued to your screen, not stuck to the bar waiting for your turn in the pub.

Based on the traditional game of Pool but played on a hexagonal table, it'll sort the Steven Hendry's from the plebs. It needs skill and thought which, whether played against a partner or the computer, make it not only an exciting game, but also good practice for real-life Pool-shooting.

Choosing from a selection of frames, your aim is to clear the table of balls, saving the black until last and accumulating points. But it's taking the shot that requires the accuracy and it's that which makes it exciting. Position the cursor at the aiming point to which the cue ball will move, choosing your angle either next to one of the balls or on the cushion; then set a spin on the cue ball with its separate diagram; and finally decide the speed of the shot and fire. The computer will then take the shot exactly as you have arranged. But take your time, you're only allowed three misses.

It's simple and better than the real game because the smoke won't get in you eyes, and if you're not very good at Pool, you don't have to find yourself an unwilling donkey to suffer your game playing.

YS CLAPOMETER

Challenging yet simple Pool simulation that will have you right on cue. Very good value.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■■□
TOTAL	**8**

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3 **MARCH '86 Games:** *V* ● *Movie* ● *Zoids.* **Features:** *Switcha* — Multi-tasking on the Speccy ● *SpecDrum* — Cheetah's drum kit in a box ● Wham! Make it big with Melbourne House's Music Box.

4 **APRIL '86 Games:** *Max Headroom* ● *Skyfox* ● *Lord Of The Rings.* **Features:** The new 128K Spectrum reviewed ● *Dimmer Switch* — Protection for your telly ● Getting the most out of *Art Studio.*

5 **MAY '86 Games:** *Batman* ● *The Planets.* **Features:** Micronet — We communicate ● Turbo Loader — Load in less time ● Interview with the Elite programmers ● Adventurers — Mike Gerrard shows you the way.

6 **JUNE '86 Games:** *Ghosts'n'Goblins* ● *Way Of The Tiger* ● 128K games review round-up. **Features:** *SuperColour* — Multi-coloured character squares ● Hardware Bonanza — the latest Speccy add-ons.

7 **JULY '86 Games:** *Rock'n'Wrestle* ● *Heavy On The Magik.* **Features:** Music hardware — Make music on your Speccy ● Saga 2001 keyboard ● Interview with Greg Follis and Roy Carter from Gargoyle.

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9 **SEPT '86 Games:** *Miami Vice* ● *Jack The Nipper* ● *HiJack.* **Features:** Wild and wacky YS stickers — FREE! ● It's all in the wrist action — T'zers coin-op special ● *Heavy On The Magik* — Poster map.

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13 **JAN '87 Games:** *Space Harrier* ● *Gauntlet* ● *Starglider.* **Features:** Pull-out map book ● Carry On Screening — T'zer's magnificent movie special ● Red Box — The revolution's coming!

14 **FEB '87 Games:** *Short Circuit* ● *Aliens* ● *Fairlight II* ● *Cobra* ● *Jailbreak.* **Features:** *Gauntlet* — Complete players' guide ● *Artist II* — Pick up some new arty facts ● *Nosferatu* — Poster map.

15 **MARCH '87 Games:** *Auf Wiedersehen Monty* ● *The Hive* ● *Fist II* ● *Shadow Skimmer.* **Features:** Let's Get Physical — Sports sims special ● *Fairlight II* — Poster map ● RamPrint reviewed.

16 **APRIL '87 Games:** *Nemesis The Warlock* ● *RanaRama* ● *Enduro Racer* ● *Saboteur II* ● *Head Over Heels* ● *Leader Board.* **Features:** *Fist II* — Poster map ● This is The Modem World — Get into comms.

17 **MAY '87 Games:** FREE cover mounted Ocean game — *Road Racer* ● *Tai Pan* ● *World Games* ● *Arkanoid* ● *Into The Eagle's Nest* ● *Dragon's Lair II.* **Features:** Stars On 45 — Interviews with Eddie Kidd and Geoff Capes.

18 **JUNE '87 Games:** *Hydrofool* ● *Sentinel* ● *Star Raider's II.* **Features:** FREE *F-15 Strike Eagle* poster ● On The Warpath — Strategy on the Speccy ● *Into The Eagle's Nest* — Poster map ● Hacking For Beginners.

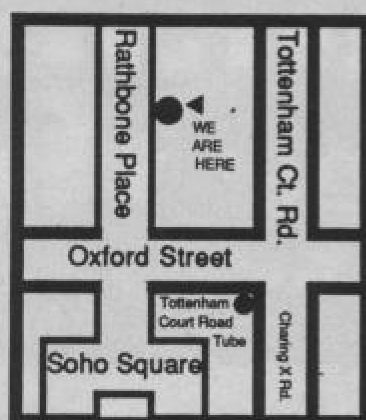
19 **JULY '87 Games:** *Thing Bounces Back* ● *Flunky* ● *Stormbinger* ● *The Pawn* ● Compilations round-up. **Features:** Maps — Eight page pull-out ● The Spectrum +3 reviewed.

20 **AUG '87 Games:** *Challenge Of The Gobots* ● *Wizball* ● *Stifflip & Co* ● *Killed Until Dead.* **Features:** *Indiana Jones* — FREE pull-out posters ● Slots Of Fun — Coin-op arcade smashes.

21 **SEPT '87 Games:** *Jack The Nipper II* ● *Game Over* ● *Catch 23* ● *The Living Daylights.* **Features:** FREE *Jack The Nipper* wobbler and giant *Game Over* poster ● Consoles vs The Spectrum +3.

22 **OCT '87** Games: EXCLUSIVE cover mount... ...lite game — *Batty* ● *Ren...* ● *...eathwish III* — Poster and r... ...attleships ● *Athena* ● *Side...* ...eatures: YS Tipshop — Eig... pages of hints, tips and maps. SOLD OUT

23 **NOV '87** FREE VIZ COMIC **Games:** *Werewolves Of London* ● *Mercenary* ● *Slain* — Poster and preview ● *Through The Trapdoor* ● *Bravestar.* **Features:** Five Go Mad At Alton Towers.



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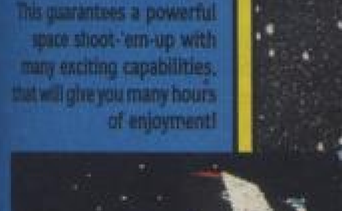
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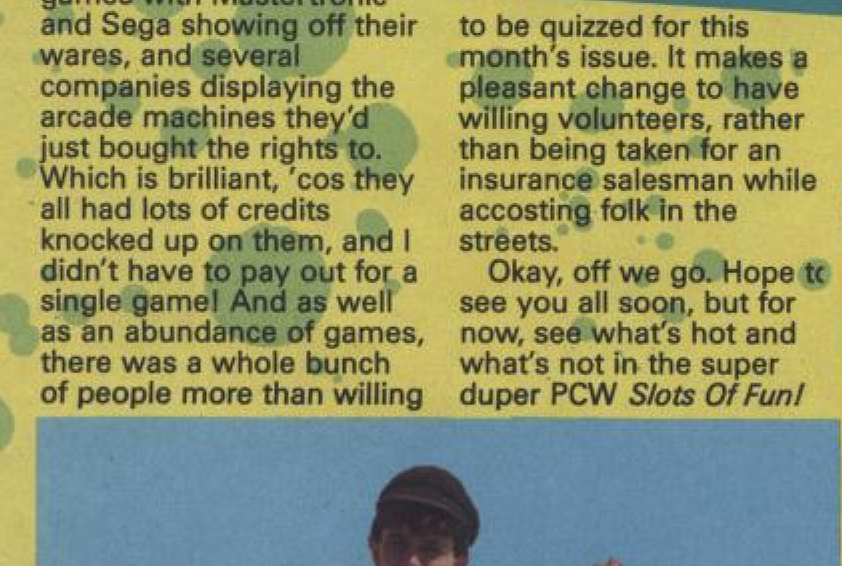
Alas, most of the amusement arcades are closed for the winter, but never fear, 'cos Troubleshootin *Pete Shaw* found all the arcade clones he needed at the PCW Show.

S·L·O·T·S O·F FUN

Here we are at the computing industry's annual beer festival. And isn't it fun? Well, actually it's a bit noisy. It's a sort of penance, being sent here, y'know, I didn't bring any rock back from Blackpool, so I've been sent to the loudest and most cramped PCW ever! Still, I s'pose after the last seaside visit this isn't much of a step down.

The show had a better selection of new arcade games with Mastertronic and Sega showing off their wares, and several companies displaying the arcade machines they'd just bought the rights to. Which is brilliant, 'cos they all had lots of credits knocked up on them, and I didn't have to pay out for a single game! And as well as an abundance of games, there was a whole bunch of people more than willing to be quizzed for this month's issue. It makes a pleasant change to have willing volunteers, rather than being taken for an insurance salesman while accosting folk in the streets.

Okay, off we go. Hope tc see you all soon, but for now, see what's hot and what's not in the super duper PCW *Slots Of Fun!*



Black Tiger



The version of *Black Tiger* I saw on display was at a 'locational test' site. In other words, the company who make the game, test out how popular it is by placing a machine with a level or two on it, in an arcade for a while to see how well it does. They count up the takings and if there's a mound of dosh in it, they finish the game and release it properly. This really is a fast and furious game, and in spite of the fact that there was only one level on the one I played, it was brill.

You are a knight, swinging and fighting your way through a dungeon, collecting 'zeny' coins, and rescuing Wise old men. These Wise men will sell you extra weapons, keys, first aid kits and sausage sandwiches etc., so the more you play, the more exciting the action. You can also get zenies from special hidden characters, entombed in decorative chunks of wall scattered around the place. These people can be very useful, as you can get extra vitality and time just by touching them.

Black Tiger is a very animated game, rivalling even the splendid *R-Type* for graphics and colour.

Legendary Wings



This game is Capcom's latest offering, and I was worried that it was going to be another *Nemesis* style blast 'em up. But it turns out that although it starts fairly routinely, the game changes its format around quite a lot.

A super-powerful computer called DARK, was left on Earth by men from Outer Space to help mankind out of the mud and into civilisation when the time was ripe. But, as always happens in these things, the computer malfunctioned (probably a tape loading error), and went completely the other way, destroying mankind with evil minions. Some god called Ares decided something ought to be done about this, and so to help fight DARK's forces, he chose a couple of what look like YTS students and gave them a pair of wings each. Brilliant! Obvious solution really. The pair of them flap off vertically to destroy the evil computer, avoiding the usual meanies, but more importantly the vicious, death-splitting statues along the way. Once inside the enemy's base, they switch to flying horizontally across the screen, and eventually meet up with DARK to destroy him.

Brilliant fun, and a bargain at only 20p a go.

Flak Attack



Konami's new release, *Flak Attack*, is possibly one of the most unoriginal games to be released this year, following in the footsteps of *1942, 1943, Flying Shark, Crossfire*, and a whole cargo-hold full of other vertical scrolling blast-the-hell-out-of-everything-that-moves-and-a-few-that-don't warplane games. This cloning of popular formats is a bit like the VIC 20 (boo hiss) *City Bomb* copy epidemic of around 1980. You take off over a cityscope, bombing anything and shooting the suicide planes that dive at you, but the scenery changes quite quickly and then you're over a woodland area doing much the same. As the game moves on surviving becomes increasingly difficult as the waves of planes and other projectiles become faster and more frequent. Then you cross into a mountainous region, streaked with lava flows, where gobbits of lava spurt at you, which you must avoid or shoot to stop them turning you into a flying toffee crisp.

A noisy and graphically exciting game, but only to be recommended to the shoot 'em up specialist.

PCW PLAYERS

While languishing on the editorial chaise longue, backstage at PCW, I invited readers to come up and see me some time. And they did, so plying them with chilled lemonade I asked them about their favourite arcade games.

John Naughton from **Isle Of Dogs**, age 16. "My favourite game is *APB*, aka *All Points Bulletin*. I can reach the halfway point on the second level, which is quite reasonable. I reckon the best graphics are on *WEC Le Mans*, and the best sound has to be on *Outrun*. The only conversion I think is any good on the Speccy is *Arkanoid*." ▶





Imran Abdula from **Tanzania**, age 13. "My favourite game is *Outrun*, it's got brilliant graphics. *Commando* is one game I would buy on the Spectrum... oh and *Batty*, but that's free with this month's (October) issue, so I don't need to! I go to the arcades 3-4 times per month and spend as much as I have. I once spent £12 in one go."

David Wood from **Rochdale**, age 12. "For graphics my favourite game is *Darius*, for sound I like *Space Harrier* — but overall my favourite game is *Outrun*. I go to the arcades at least once a month, and spend as much as I have, so I make sure I don't take too much with me. ▼



Paul Ponting from **Rainham**, age 15. "The best graphics are in *Rolling Thunder*, and the best sound is in *Outrun*. I'd say I only visit an arcade twice a month, and spend about £5-8 when there. I think the best conversions to the Spectrum are *Bubble Bobble*, *Hypersports* and *Indiana Jones And The Temple of Doom*..



Lawrence Sheedman from **Hampstead**, age 14. "My favourite game is *Outrun*, but I think *A-Type* has the best graphics. Speccy conversions of arcade games are completely different half the time, but I reckon this is due to the software houses trying to make up for the Spectrum's limitations. I'd like to see *R-Type* on the Spectrum." *(So would I! Pete)*



Steven Hill from **Haringey**, age 12. "My favourite game is *Outrun* by Sega, 'cos it has the best music. *Wonderboy* is my favourite for graphics, though, it's quite a good conversion on the Spectrum. I visit the arcades maybe 3 or 4 times a month, and spend about £2. I'd like to see *Future Spy* and *Outrun* converted onto the Spectrum soon." ▼



Devil World



Devil World is Konami's own boy meets girl story in the *Gauntlet* mould where you and an accomplice fight your way through each level looking for an exit, having first found the key, and of course meet a blistering array of mutilated monsters in between. The game opens with a close up scene, rather like *Raiders Of The Lost Ark*, where a Harrison Ford clone draws open an ancient sarcophagus and all hell breaks loose. Then the game gets underway, and you're left controlling either the hero or his female companion, fighting your way through the baddies, which just like *Gauntlet* have charnel houses from which they swarm endlessly... until one of you blows up the charnel house, that is. Each level has a meganasty in it, like *R-Type* or *Alien Syndrome*, which you must kill before you can continue. You've got to be quick, 'cos if they stomp you, you'll know about it. Also trees, come alive and grab you with their branches and crush you unless you can shoot them enough times. Bleurgh!

All in all, a good game, and well worth a handful of your ten pees!

ARCADE NEWS

There's so much new stuff, I hardly know where to begin. How about this? *Wardner* from Taito is a cartoon type game similar in style to *Mario Bros*. You have to wander round a factory environment, collecting money while avoiding dangerous items on the shop floor. Hazards such as conveyor belts, circular saws and packing cases block your way, in a game which looks a bit like a four-way scrolling *Monty* game with fancy graphics.

The second thing to attract my attention is Bally Midway's *Xenophobe*. Similar in appearance to *Gauntlet* or *Quartet*, but as it's a three player game it only has three controllers, the screen is divided in thirds and each player holds up his own third of the game. The action takes place on a spaceship, where for the usual daft reason, the ship's computer has been split and scattered around the ship. Yes, you've guessed it, you have to reassemble the damn thing.

Another thing I saw at PCW was the release of the Arcadia machines from Mastertronic. Distributed by Electrocoin, these Amiga-based cabinets should be on the streets by the time this magazine rests in your moist palms. *Rockford*, a game based on the brilliant *Boulder Dash*, is one of the first out, and features some fine cartoon graphics and fast maze chomping action. And speaking of Electrocoin, its new board based machine, *Captain Silver*, is out now. You play the part of a wacky pirate, buckling his swash all the way through a Bagdad castle full of wicked minions and smiling tigers.



ROCKFORD

And that, after brief mentions of Bally Sente's *Street Football* and Taito's *Darkmist*, both worthy of a look, is that! See you next time, as *Slots Of Fun* takes to the streets to see what's happening in the country's urban arcades. Byeeee!



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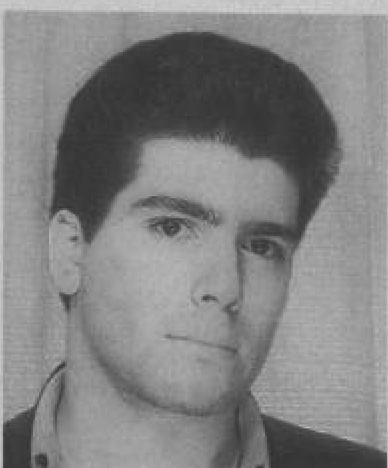
If you'd rather program your Speccy than wibble your joystick, (you'll go blind!), just pull-in to *Program Pitstop*, and get yourself fitted up with the latest programming tips.

Yes, there's more! More top programmers' hints, routines and programs, more of your own best routines and utilities, and basically more programming than any other Sinclair mag! Why go anywhere else when you've got the best right here in your hand?

This month we've got another bumper crop of stuff from such luminaries as **David Jones**, of *Magic Knight/Stormbringer* fame, who's got some natty routines for all you 128 programmers, and **Raffaelle Cecco**, Hewson's *Exolon* supremo, with *the* perfect sprite routine. We've also the best in amateur programming talent, from **Craig Turner** and **Richard Fawley**, who've sent us a stupendous screen loading utility which allows you to load a screen, in up to 30 different ways. But more of all that in a minute.

Calling All Programmers

If you're a professional programmer we need you! Send us your favourite routines on tape, with a mugshot and your life story, and you'll feature in *Program Pitstop*. Just think of all your fans reading the Pitstop and hanging on your every byte! (*Huh? Ed*) And even if you're not a famous programmer, don't despair, you can still display your programming prowess, by sending us your favourite routine or utility program, shorter the better, and we'll take a look at it. If it's totally skill, we'll print it right here in the Pitstop and you'll get all the fame and adulation you've always dreamed of... and who knows, you might get an offer from a top software house to write its next smasheroo! We've already had people phone us wanting to hire our readers as programmers, so get in there, chum!



STAR TIP 7

by Raffaelle Cecco

Hewson has been very good to us since we started the jolly old Pitstop. You remember Dominic Robinson's *Rainbow Processor* program? Well, here's another Hewson superstar, **Raffaelle Cecco**, with a great sprite moving program, which apart, from being really nifty is possibly the smallest chunk of sprite code we've ever seen. And it really couldn't be easier to use either.

Method

All you have to do is type in the tiny Basic listing... well, the single line, actually, and save that off to tape. Then, pass the hex dump through the Hex Loader, and save that off. Voilà! Instant sprites, just add water. To see a sprite demo, just type:

RANDOMISE USR 65000
and little *YS* shaped sprites will bounce all over the screen. To use the sprites in a more meaningful way, you have to POKE the following information into memory:

POKE 65148 and
POKE 65149 with the address of the first sprite (default 65342)
POKE 65129 with x co-ordinate of sprite (0-255)
POKE 65129 with y co-ordinate of sprite (0-191)
POKE 65131 with sprite number (0-255)
RANDOMISE USR 65127 to print the sprite on screen.

NOTE: To POKE the address to 65148 and 65149, you need to first convert the figure into hex (so, for example 65342 = FF3E), cut it in two (so you've got FF and 3E hex, or 255 and 62 decimal). Now, the FF bit is called the 'Hi Byte', and 3E is the 'Lo Byte'. So now you have to POKE the Lo Byte into 65148 and the Hi Byte into 65149. This way of splitting up four digit hex numbers is the usual way of POKEing them into memory, Lo Byte first, Hi Byte second.

Basic Listing

Coo, not much of a listing really. Still, it does the job. Just type it in and save it as SAVE "sprites" LINE 10.

```
10 CLEAR 64999: LOAD ""
CODE : STOP
```

Hex Loader

And once more we dust off the Hex Loader. Type it in, and save it off to another tape for future use. This'll save you having to type it in when using future programs in the Pitstop. Then RUN it. You'll be asked for a Start Address, and this is 65000. You'll then be asked for a Length, and this is 400. Type in the line of hex code between the ":" and the "=" signs. Press return and you'll be asked for the Checksum. Type in the figure after the "=" sign, then press return. The computer will respond with OK, and then you can type in the next line of hex. Press "S" to stop when you get to the end.

```
  10 GO SUB 200
  20 LET a=s
  30 LET t=0
  40 PRINT TAB 0;a;":";
  50 INPUT "Line of Hex";h$
  60 IF h$="S" THEN  STOP
  70 IF LEN h$<>ch THEN  BEEP .5
,-15: PRINT "Length error": GO T
O 30
  80 PRINT h$;
  90 LET x=0
 100 FOR b=1 TO ch STEP 2
 110 LET z=FN h(h$): LET t=t+z
 120 POKE a+x,z
 130 LET h$=h$(3 TO )
 140 LET x=x+1
 150 NEXT b
 160 PRINT " = ";: BEEP .2,25: I
NPUT "Checksum:";q
 170 PRINT q
 180 IF q<>t THEN  PRINT "INPUT
ERROR!": BEEP .5,-15: GO TO 30
 190 LET a=a+(ch/2): BEEP .1,35:
 GO TO 30
 200 DEF FN h(h$)=16*(CODE h$(1)
-48-(7 AND h$(1)>"9"))+CODE h$(2
)-48-(7 AND h$(2)>"9")
 210 POKE 23609,50: POKE 23658,8
 220 INPUT "Start Address";s
 230 LET ch=16
 240 RETURN
```

Hex Dump

Here's the main program in the form of a Hex Dump. Type it into the hex loader, and save it as SAVE "spcode" CODE 65000,400.

STAR TIP 8

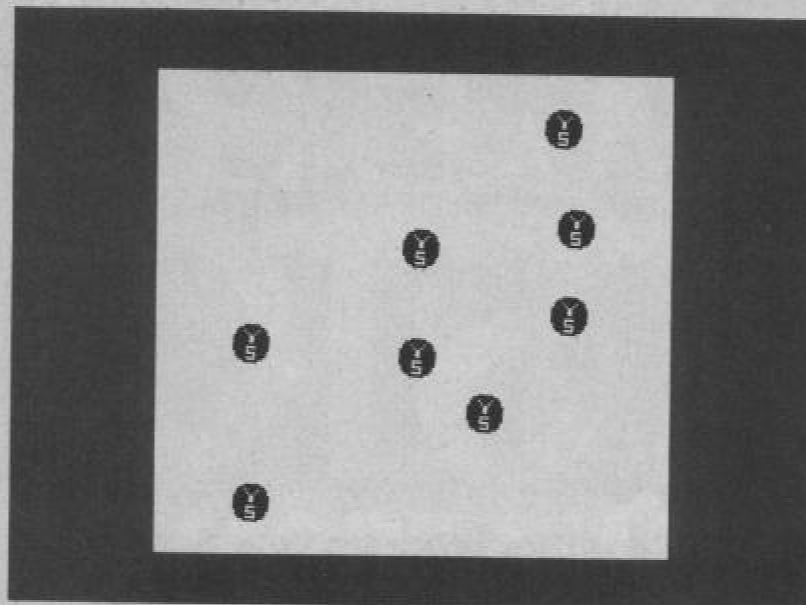
by David Jones



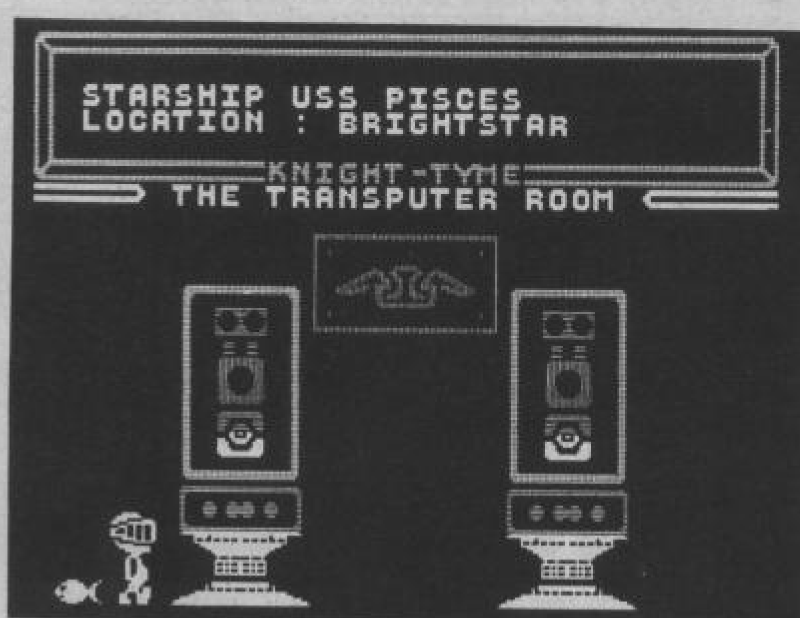
David Jones is no stranger to these pages, having contributed a brilliant little tip to last month's Shop. Being a generous kind of guy, he's listed out some very useful routines for 128 programmers, which you can use to make really whizzy games. Not much explanation is needed, because the routines are heavily commented, but here's a quick resumé of what they do.

PSWAP	— 128 page swop
PAGEA	— calls subroutine on any page
IMODESET	— sets up Interrupt Mode 2
IMODE	— Interrupt handler
MUSICON MUSICOFF PLAYIT	samples of how to call a subroutine

```
65000:21004011014001FF=435
65008:173600ED80213EFF=840
65016:227CFE010400DD21=671
65024:46FE76DD7E00FEFF=1298
65032:CAF0FDDD56015FB7=1292
65040:2804FEEF2008DD7E=924
65048:02ED44DD7702DD7E=996
65056:02835F7AB72804FE=831
65064:B02008DD7E03ED44=871
65072:DD7703DD7E038257=910
65080:DD7300DD7201CD6A=983
65088:FEDD09C303FE6458=1124
65096:0001801E00FF8058=630
65104:01008414FF000558=549
65112:0101460AFF018064=566
65120:01FF8058FFFFFF11=1254
65128:00003E00F3F5C5D5=960
65136:E5DDE56F26002929=910
65144:292929013EFF09ED=687
65152:732CFFF97BE607B7=1158
65160:6F2600012EFF094E=538
65168:2346DD210000DD09=589
65176:7BE6F80F0F0F5F42=807
65184:7AE6F80F0F0F67E6=978
65192:F8F6404F7C61E607=1095
65200:0F0F0F836F78E607=644
```



```
65208:B4670610D10E00DD=701
65216:E9CB22CB13CB11CB=1115
65224:22CB13CB11CB22CB=916
65232:13CB11CB22CB13CB=901
65240:1171237323722B2B=515
65248:247CE607200A7DC6=762
65256:206F38047CD60867=652
65264:10CAC320FFCB3BCB=1165
65272:1ACB19CB3BCB1ACB=940
65280:19CB3BCB1ACB1973=859
65288:237223712B2B247C=543
65296:E607200A7DC6206F=745
65304:38047CD60867109C=681
65312:ED7B2CFFDDE1E1D1=1539
65320:C1F1FBC9000007FF=1148
65328:01FFFBFEF5FEC1FE=1707
65336:C7FECDFED3FE0000=1377
65344:07E01FF83BDC3DBC=1038
65352:7E7E7E7E7E7E7FFE=1137
65360:7C3E7DFE3C3C3FBC=936
65368:1C3807E000006300=414
65376:007C427C42427C00=570
65384:003C424040423C00=380
65392:0078444242447800=508
65400:007E407C40407E00=568
STOP
```




```
RAM PAGE ALLOCATION

--- ROM ---!-- PAGE 2 --!- FIXED RAM -!--
           !- SCREEN#1 -!-- PAGE 5 --! USL
PAGE 0 - NORMALLY RESIDENT AT C000H
INTERRUPT VECTORS AND MAIN CODE
PAGE 1 -                   AT C000H
PAGE 2 - FIXED RAM PAGE AT 4000H
PAGE 3 -                   AT C000H
PAGE 4 -                   AT C000H
PAGE 5 - FIXED RAM PAGE AT 8000H
PAGE 6 -                   AT C000H
PAGE 7 - SCREEN# 2         AT C000H
```

```
MUSICFLG: DB 0
DEFSCR: DB 0
FIXPAGE: DB 0
PAGENO: DB 0

;Note: these subroutines must
;be placed below C000H to work
;properly. Crashes result
;otherwise.

PAGEPORT:EQU 7FFDH

;This subroutine will change
;the page at C000H.
;Entry Conditions:
;A Register=new page no.
;Exit Conditions:
;FIXPAGE contains new page no.
;A Register=value
sent to port
All other registers
preserved
PSWAP:
 PUSH BC
 LD (FIXPAGE),A
 LD C,A
 LD A,(DEFSCR)
;add 8 if alternate
screen
;is on show.
 ADD A,C
 OR 16
;Ensure Spectrum ROM always
;present.
 LD BC,PAGEPORT
 OUT (C),A
 POP BC
 RET

;CALL a subroutine on a given
;page at a given address.
;Entry Conditions:
;A Register=page no.
;HL Register pair=addr of sub-
;routine.
;Exit Conditions:
;FIXPAGE contains new page no.
;A Register=value sent to port
;All other registers preserved
PAGEA:
 LD (PAGEAV+1),HL
 CALL PSWAP
PAGEAV:
 CALL 0
;Call address supplied in HL
;on entry at PAGEA.
 PUSH AF
 XOR A
 CALL PSWAP
;Set page 0 in place
;(Normal 48K Page)
 POP AF
 RET


;Music Control Routines
MUSICON:
 LD HL,MON
;address of Music On subroutine
 LD A,MPAGE
;page no. where music is stored
 JR PAGEA

PLAYIT:
 LD A,(MUSICFLG)
 OR A
 RET Z
 LD HL,MPLAY
;addr of play music subroutine
 LD A,MPAGE
;page no. where music is stored
 JR PAGEA
```

```
;Interrupt Mode Setup

;Top useable memory address
;equals 0FFF3H (65523)
;Due to Interrupt Control Code
;FFF4H  IVECTOR:JP IMODE
;FFF7H  0000   :DS 8
;(8 byte temp store buffer)
;FFFFH          JR IVECTOR
IMODESET:
 POP HL
;return address
 LD SP,NEWSTACK
 PUSH HL
 XOR A
 LD (DEFSCR),A
 LD (IY+65),A ;IMODE off
 LD (IY+87),3 ;OVER 1
 LD (IY+48),8 ;caps on
 LD HL,IMODETAB
IMODELP:
 LD A,(HL)
 CP 255
 JR Z,IMODELX
 PUSH HL
 CALL PSWAP
 LD A,18H
 LD (0FFFFH),A
 LD A,0C3H
 LD (0FFF4H),A ;JP IMODE
 LD HL,IMODE
 LD (0FFF5H),HL
 POP HL
 INC HL
 JR IMODELP
IMODELX:
 XOR A
 CALL PSWAP
 LD HL,0BE00H
 LD A,H ;PLACE IN I REG BELOW
 LD DE,0BE01H
 LD BC,256
 LD (HL),255
 LDIR ;BUILD 257*0FFH TABLE
 DI
 LD I,A
 EI
 HALT
 XOR A
 LD (IY+65),A
 IM 2 ;REVECTORED INTERRUPTS
 RET

IMODETAB:
 DB 0,1,3,4,6,7,255

;Interrupt Handler
;note that this doesn't do
;anything useful here except
;play the tune, which can be
;placed on a different page.
;I have included it so that
;you can place your own sub-
;routines below (ie. Sprites)

IMODE:
 PUSH AF
 LD A,(FIXPAGE)
 LD (IMODEV+1),A
 CALL PLAYIT
;Place your subroutines here
 LD HL,(FRAMES)
 INC HL
 LD (FRAMES),HL
 LD A,H
 OR L
 JR NZ,IMODEX
 INC (IY+64) ;FRAMES+2
IMODEX:
 CALL 028FH ;KEYBOARD SCAN
IMODEV:
 LD A,0
 CALL PSWAP
;Now POP all the registers
;that you PUSHed earlier.
 POP AF
 EI
 RET
```

SCREEN SPLITTER

By Craig Turner and Richard Fawley

After reading the August issue of *Program Pitstop*, **Craig** and **Richard** decided to favour us with this amazing Screen Splitting utility. Using the routine enables you to save a SCREEN$ in one of 30 different ways, combinations of top pixels, middle pixels, bottom pixels, and attributes.

To show you what good value we offer you, this is two programs for the price of one. The main program lets you LOAD a screen and SAVE it in the different combos. The *Organiser* program shows you the program lines you must include in your programs to LOAD the screen bits back again. The two totally independent programs are menu driven, so just follow the screen instructions.

NOTE: The loading of the screen bits is done in conjunction with the Loader Code program — a few bits of hex that you can load with a hex loader or just bung them into memory with a Multiface.

Loader Code

Here's the scrap of machine code which does some of the work. Bung it through the Hex Loader and save it as SAVE "LOADCODE" CODE 60000,16.

```
60000:373EFFDD21004811=715
60009:0008CD5605C90000=505
```

Screen Splitter

Here is the main program. Just type it in and save it as SAVE "SPLITTER" LINE 9030.

```
   1 REM BY CRAIG TURNER
   2 REM        AND
   3 REM   RICHARD FAWLEY
   4 REM FOR    YS 1987
   5 REM SCREEN$ SAVER
   6 REM DONT CHANGE LINE
          NUMBERS.
   9 REM TO RE-RUN,GOTO 9030
  11 POKE 23658,8
  12 BORDER 0: PAPER 0: INK 7: CLS
  13 FOR X=5 TO 17
  15 PRINT AT X,7;"                "
  16 NEXT X
  17 LET X=8
  18 PRINT #0;AT 0,0;"BY CRAIG TURNER & RICHARD FAWLEY"
  19 PRINT AT 2,7;"LOADING DEVICE :-";MDV
  20 PRINT AT 6,7; OVER 1;"    MAIN  MENU    "
  30 PRINT AT 12,7; OVER 1;" ATTRIBUTE SAVING "
  40 PRINT AT 8,7; OVER 1;"   LOAD SCREEN$   "
  50 PRINT AT 10,7; OVER 1;"  SCREEN$ SAVING  "
  55 PRINT AT 14,7; OVER 1;"  PRINT SCREEN$   "
  57 PRINT AT 16,7; OVER 1;"  CHANGE DEVICE   "
  60 PRINT AT x,7; INK 5; OVER 1;"                "
  70 IF INKEY$="6" THEN  PRINT AT x,7; OVER 1; INK 7;"                ": LET x=x+2: IF x>16 THEN  LET x=8
  80 IF INKEY$="7" THEN  PRINT AT x,7; OVER 1; INK 7;"                ": LET x=x-2: IF x<8 THEN  LET x=16
  90 IF INKEY$="0" THEN  LET goto=x*100: GO TO goto
 100 GO TO 60
 790 STOP
 800 REM LOADING A SCREEN$
 810 CLS : PRINT AT 0,10;"LOADING"
 820 INPUT "MDV OR TAPE (M/T) ";D$
 830 IF D$="M" THEN  CAT MDV: INPUT "NAME ";N$: LOAD *"M";MDV;N$CODE 50000
 840 IF D$="T" THEN  INPUT "NAME ";N$: LOAD N$CODE 50000
 900 GO TO 1
1000 REM SCREEN$ SAVING
1001 CLS
1010 FOR X=3 TO 19
1020 PRINT AT X,7;"                "
1023 NEXT X: LET X=6
1030 PRINT AT 4,7; OVER 1;"   SCREEN$ MENU   "
1040 PRINT AT 6,7; OVER 1;"     NORMAL "
1050 PRINT AT 8,7; OVER 1;"    TOP HALF "
1060 PRINT AT 10,7; OVER 1;"   LOWER HALF "
1070 PRINT AT 12,7; OVER 1;"   TOP THIRD "
1080 PRINT AT 14,7; OVER 1;"   MIDDLE THIRD "
1090 PRINT AT 16,7; OVER 1;"   LOWER THIRD "
1095 PRINT AT 18,7; OVER 1;"   MAIN MENU "
1100 PRINT AT X,7; OVER 1; INK 5;"                "
1110 IF INKEY$="6" THEN  PRINT AT x,7; OVER 1; INK 7;"                ": LET x=x+2: IF x>18 THEN  LET x=6
1120 IF INKEY$="7" THEN  PRINT AT x,7; OVER 1; INK 7;"                ": LET x=x-2: IF x<6 THEN  LET x=18
1130 IF INKEY$="0" THEN  LET goto=x*500: GO TO goto
1140 GO TO 1100
1200 REM ATTRIBUTES
1210 CLS
1220 FOR X=7 TO 13
1230 PRINT AT X,7;"                "
1240 NEXT X
1250 PRINT AT 8,7; OVER 1;"  ATTRIBUTE MENU"
1260 PRINT AT 10,7; OVER 1;"     SAVE "
1270 PRINT AT 12,7; OVER 1;"   MAIN MENU "
1280 LET X=10
1290 PRINT AT X,7; OVER 1; INK 5;"                "
1300 IF INKEY$="7" THEN  PRINT AT x,7; OVER 1; INK 7;"                ": LET x=x-2: IF x<10 THEN  LET x=10
1310 IF INKEY$="6" THEN  PRINT AT x,7; OVER 1; INK 7;"                ": LET x=x+2: IF x>12 THEN  LET x=12
1320 IF INKEY$="0" THEN  LET goto=x*820: GO TO goto
1360 GO TO 1290
1400 REM PRINT SCREEN$
1404 CLS
1410 RANDOMIZE USR 61440
1417 PAUSE 100
1420 PRINT #0;AT 0,2; FLASH 1;"SPACE TO RETURN TO MAIN MENU": PAUSE 90: RANDOMIZE USR 61440
1422 IF INKEY$=" " THEN  GO TO 1
1430 GO TO 1422
1600 REM DEVICE FORMAT
1605 CLS
1610 PRINT AT 3,6;"PRESENT DEVICE :-";MDV
1620 INPUT "CHANGE (Y/N) ";D$
1630 IF D$="N" THEN  GO TO 1
1640 INPUT "CHANGE TO WHAT ";MDV
1645 IF MDV<1 OR MDV>8 THEN  GO TO 1640
1650 GO TO 1
3000 REM NORMAL SAVE
3010 CLS : PRINT "SAVING THE WHOLE SCREEN."
3020 RANDOMIZE USR 61440: POKE 60003,0: POKE 60004,27: POKE 60007,80: POKE 60008,195: RANDOMIZE USR 60000
3030 PRINT #0;AT 0,1; FLASH 1;"SAVING COMPLETE - PRESS A KEY"
3040 PAUSE 200: RANDOMIZE USR 61440: PAUSE 0: GO TO 1
4000 REM SAVE TOP HALF
4010 CLS : PRINT "SAVING THE TOP HALF OF SCREEN"
4020 RANDOMIZE USR 61440: POKE 60003,0: POKE 60004,12: POKE 60007,80: POKE 60008,195: RANDOMIZE USR 60000
4030 PRINT #0;AT 0,1; FLASH 1;"SAVING COMPLETE - PRESS A KEY"
4040 PAUSE 200: RANDOMIZE USR 61440: PAUSE 0: GO TO 1
4500 REM SAVE LOWER HALF
4510 CLS : PRINT "SAVING THE LOW
4520 RANDOMIZE USR 61440: POKE 60003,0: POKE 60004,12: POKE 60007,80: POKE 60008,207: RANDOMIZE USR 60000
4530 PRINT #0;AT 0,1; FLASH 1;"SAVING COMPLETE - PRESS A KEY"
4540 PAUSE 200: RANDOMIZE USR 61440: PAUSE 0: GO TO 1
5000 GO TO 4500
6000 CLS : PRINT "SAVING THE TOP THIRD OF SCREEN"
6010 RANDOMIZE USR 61440: POKE 60003,0: POKE 60004,8: POKE 60007,80: POKE 60008,195: RANDOMIZE USR 60000
6020 PRINT #0;AT 0,1; FLASH 1;"SAVING COMPLETE - PRESS A KEY"
6030 PAUSE 200: RANDOMIZE USR 61440: PAUSE 0: GO TO 1
7000 REM SAVING MIDDLE THIRD
7010 CLS : PRINT "SAVING MIDDLE THIRD"
7020 RANDOMIZE USR 61440: POKE 60003,0: POKE 60004,8: POKE 60007,80: POKE 60008,203: RANDOMIZE USR 60000
7030 PRINT #0;AT 0,1; FLASH 1;"SAVING COMPLETE - PRESS A KEY"
7040 PAUSE 200: RANDOMIZE USR 61440: PAUSE 0: GO TO 1
7200 REM RETURN TO MAIN MENU
7210 GO TO 1
8000 REM SAVING LOWER THIRD
8010 CLS : PRINT "SAVING LOWER THIRD"
8020 RANDOMIZE USR 61440: POKE 60003,0: POKE 60004,8: POKE 60007,80: POKE 60008,211: RANDOMIZE USR 60000
8030 PRINT #0;AT 0,1; FLASH 1;"SAVING COMPLETE - PRESS A KEY"
8040 PAUSE 200: RANDOMIZE USR 61440: PAUSE 0: GO TO 1
8200 REM NORMAL ATTRIBUTE SAVE
8220 RANDOMIZE USR 61440: POKE 60003,255: POKE 60004,2: POKE 60007,88: POKE 60008,219: RANDOMIZE USR 60000
8230 PRINT #0;AT 0,1; FLASH 1;"SAVING COMPLETE - PRESS A KEY"
8240 PAUSE 200: RANDOMIZE USR 61440: PAUSE 0: GO TO 1
9000 REM RETURN TO MAIN MENU
9010 GO TO 1
9030 LET MDV=1: GO TO 1
9040 REM RETURN TO MAIN MENU
9050 GO TO 1
9900 FOR F=60000 TO 60012
9910 READ A
9920 POKE F,A: NEXT F
9930 FOR H=61440 TO 61451
9940 READ B
9950 POKE H,B
9954 NEXT H
9960 LET MDV=1: GO TO 1
9997 DATA 62,255,17,0,12,221,33,0,195,205,194,4,201
9998 DATA 33,0,195,17,0,64,1,0,27,237,176,201
9999 SAVE "MENU" LINE 9900
```

The Organiser

And finally here's your *Organiser* program. Type it in and save it as SAVE "ORGANISER" LINE 1.

```
   1 GO TO 9000
   2 POKE 23658,8: BORDER 0: PAPER 0: BRIGHT 1: INK 4: CLS : PRINT AT 0,9;"THE ORGANISER": PRINT AT 21,0;"BY CRAIG TURNER & RICHARD FAWLEY"
   3 PRINT AT 2,0;"1 - T B A",,"2 - T A B",,"3 - B T A",,"4 - B A T",,"5 - A T B",,"6 - A B T",,"7 - T M B A",,"8 - T M A B",,"9 - T B A M",,"10 - T B M A",,"11 - T A B M",,"12 - T A M B",,"13 - M B A T",,"14 - M B T A",,"15 - M T B A"
   4 PRINT AT 2,16;"16 - M T A B";AT 3,16;"17 - M A B T";AT 4,16;"18 - M A T B";AT 5,16;"19 - B A T M";AT 6,16;"20 - B A M T";AT 7,16;"21 - B M T A";AT 8,16;"22 - B M A T";AT 9,16;"23 - B A T M"
   5 PRINT AT 10,16;"24 - B T M A";AT 11,16;"25 - A T M B";AT 12,16;"26 - A T M B";AT 13,16;"27 - A M B T";AT 14,16;"28 - A M T B";AT 15,16;"29 - A B M T";AT 16,16;"30 - A B T M"
   6 PRINT AT 19,3;"INPUT '0' TO VIEW THE KEY"
   7 INPUT U: IF U=0 THEN  GO TO 8400
   8 IF U>30 THEN  GO TO 7
   9 CLS : PRINT AT 0,0;"YOUR PROGRAM SHOULD CONTAIN      THESE LINES.": PRINT : PRINT
  10 IF U=1 THEN  PRINT T$,,B$,,A$
  11 IF U=2 THEN  PRINT T$,,A$,,B$
  12 IF U=3 THEN  PRINT B$,,T$,,A$
  13 IF U=4 THEN  PRINT B$,,A$,,T$
  14 IF U=5 THEN  PRINT A$,,T$,,B$
  15 IF U=6 THEN  PRINT A$,,B$,,T$
  16 IF U=7 THEN  PRINT L$,,M$,,N$,,A$
  17 IF U=8 THEN  PRINT L$,,M$,,A$,,N$
  18 IF U=9 THEN  PRINT L$,,N$,,A$,,M$
  19 IF U=10 THEN  PRINT L$,,N$,,M$,,A$
  20 IF U=11 THEN  PRINT L$,,A$,,N$,,M$
  21 IF U=12 THEN  PRINT L$,,A$,,M$,,N$
  22 IF U=13 THEN  PRINT M$,,N$,,A$,,L$
  23 IF U=14 THEN  PRINT M$,,N$,,L$,,A$
  24 IF U=15 THEN  PRINT M$,,L$,,N$,,A$
  25 IF U=16 THEN  PRINT M$,,L$,,A$,,N$
  26 IF U=17 THEN  PRINT M$,,A$,,N$,,L$
  27 IF U=18 THEN  PRINT M$,,A$,,L$,,N$
  28 IF U=19 THEN  PRINT N$,,A$,,L$,,M$
  29 IF U=20 THEN  PRINT N$,,A$,,M$,,L$
  30 IF U=21 THEN  PRINT N$,,M$,,L$,,A$
  31 IF U=22 THEN  PRINT N$,,M$,,A$,,L$
  32 IF U=23 THEN  PRINT N$,,L$,,A$,,M$
  33 IF U=24 THEN  PRINT N$,,L$,,M$,,A$
  34 IF U=25 THEN  PRINT A$,,L$,,N$,,M$
  35 IF U=26 THEN  PRINT A$,,L$,,M$,,N$
  36 IF U=27 THEN  PRINT A$,,M$,,N$,,L$
  37 IF U=28 THEN  PRINT A$,,M$,,L$,,N$
  38 IF U=29 THEN  PRINT A$,,N$,,M$,,L$
  39 IF U=30 THEN  PRINT A$,,N$,,L$,,M$
8000 INPUT "COPY TO ZX-PRINTER (Y/N) ";D$: IF D$="Y" THEN  COPY
8010 PRINT #0;AT 0,3;"PRESS ANY KEY TO CONTINUE"
8020 PAUSE 0
8030 GO TO 1
8400 CLS : PRINT AT 4,6;"A=ATTRIBUTES";AT 6,6;"T=TOP 1/2 PIXELS     1";AT 8,6;"B=BOTTOM 1/2 PIXELS  TO 6";AT 10,6;"T=TOP 1/3 PIXELS      7";AT 12,6;"M=MIDDLE 1/3 PIXELS  TO";AT 14,6;"B=BOTTOM 1/3 PIXELS  30"
8410 PRINT AT 20,3;"PRESS ANY KEY TO CONTINUE"
8420 PAUSE 0: GO TO 1
9000 LET A$="POKE 60005,0:POKE 60006,88:POKE 60008,255:POKE 60009,2:RANDOMIZE USR 60000"
9010 LET T$="POKE 60005,0:POKE 60006,64:POKE 60008,0:POKE 60009,12:RANDOMIZE USR 60000"
9020 LET L$="POKE 60005,0:POKE 60006,64:POKE 60008,0:POKE 60009,8:RANDOMIZE USR 60000"
9030 LET M$="POKE 60005,0:POKE 60006,72:POKE 60008,0:POKE 60009,8:RANDOMIZE USR 60000"
9040 LET N$="POKE 60005,0:POKE 60006,80:POKE 60008,0:POKE 60009,8:RANDOMIZE USR 60000"
9050 LET B$="POKE 60005,0:POKE 60006,76:POKE 60008,0:POKE 60009,12:RANDOMIZE USR 60000"
9060 GO TO 2
9999 SAVE "ORGANISER" LINE 1
```

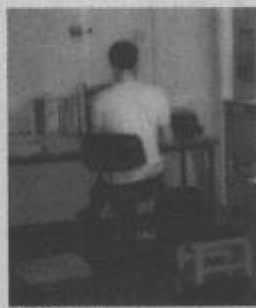
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FREESCAPE

DRILLER

What is Freescape™? Who's behind this sophisticated 3D graphics system? What is *Driller*? All these questions were candidly answered by Incentive Software supremo, Ian Andrew, and his team.



Linefeed



Waferthin



The Bug



Driller is the new 3D game due for release later this year from the makers of the *GAC* adventure system, Incentive Software. Over twelve months in development, the game features Freescape™, a specially written 3D modelling system for the Spectrum, and contains some of the most flexible 3D graphics ever seen on an 8 bit computer. We completely popped our fruit loops over the *Driller* demo we saw and immediately despatched an outside broadcast unit down to Incentive Central in Calleva Park, Aldermaston, to get all the hot poop on this advanced program from Incentive boss, Ian Andrew.

What's it all about, this Freescape™ business?

"Well, the original idea for Freescape™ was hatched way back in 1985, when the concept of a real 3D program for the Spectrum became an attractive prospect. In the end, the writing of the system didn't actually take place until about September of 1986. We wanted a system that would enable the game player to explore a scene and view it in solid 3D, from any angle and from any position with realistic movement and perspective."

Who designed Freescape™?

"Well, all of us here, but it's mostly the product of our in-house programming team, Major Developments. The team are known by their 'handles', Linefeed, The Bug and Waferthin. They were helped by some good freelance people, too. The basic program design was all Linefeed's work. It's funny, but we offered the job of making this system to a couple of other groups of programmers, and they turned it down as being impossible."

So, tell us how it all began?

"We started by writing a suite of customised CAD programs . . . that's Computer Aided Design . . . in which we could create scenes and shapes just from plan views, side views and front views. From those basic designs, whole scenarios can be created. Then the data is compressed so that we can fit larger scenes, and more of them, into the Spectrum's memory. Next we developed a Freescape™ editor, a sort of word processor for 3D objects. With it you can edit any of the objects in the scene, alter their colour, and even edit their animation, if they're a moving object like a sliding door on a building, for example."

The maths for all this is fairly complex, yes?

"You could say that. The objects are stored and moved as you go through the landscape using '3D Matrix Transformation' formulae, which contain a lot of 32 bit maths, for greater accuracy. Also very complicated is the process where the program 'clips' objects where they hit the edge of the viewscreen. You know, as if an object is half in, half out of the screen? Well, the object is calculated up to that point and clipped or sliced at the place where it falls across the screen boundary."

So Freescape™ was developed specially for *Driller*. Any other games in the offing?

"No firm plans just yet, although it's such a good system something is sure to emerge from just playing with the possibilities."

Finally, what's your opinion of that recent great 3D game, *Sentinel*?

"Ahem. It's very good. Freescape™ has much more innovation, but then it would have, being newer. Freescape™ has unlimited object shapes, *Sentinel* has five. *Sentinel* moves much slower, and playing it was a little bit repetitive . . . but look, I don't want to knock *Sentinel*, 'cos it was a good game. Let's say it was a step on the way towards Freescape™. And that's going to be brilliant."

YS Preview DRILLER



To give you a flavour of what you can expect in *Driller*, here's a sequence from the game — a film strip from the spy camera we had secreted in Phil's belly button. The view pans around from a rig, with its flame burning gas at the top, to the guard at the entrance to one of the scenes in the city. Then it zooms forward right into the guard's mouth, which is actually a door into a walled section of the city.

Wow! *Driller* is the first game to feature Freescape™, a technique which displays 3D objects, in perspective, as if you were really there! You can walk into and around buildings, look over walls, move, turn, look in any direction and tilt the angle of view, all the way over and upside down if you like, though who knows why you should.

Your mission, in this spiffy 3D landscape, is to explore the moon circling your planet of Evath, and drill it to release the gas which is building up under the surface. You do this by seeking out the most likely spot, and placing a huge drilling rig on the surface, which burns off the gas and releases the pressure. To help you survey the moon, you have a little cat-tracked vehicle to get around in plus, if you can find it, a super little jet to fly. You can enter and search buildings, pick up fuel gems, activate doorways and solve puzzles.

This game looks like it's going to make *Sentinel* look like a game of draughts, so check it out when it's released in October! It'll probably cost £14.95 for cassette, and (wow!) £17.95 on disk for the new +3!

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screen shot from CBM version

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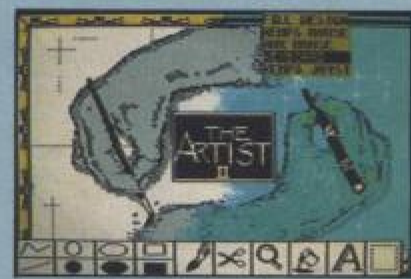
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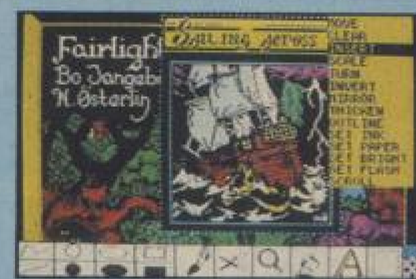


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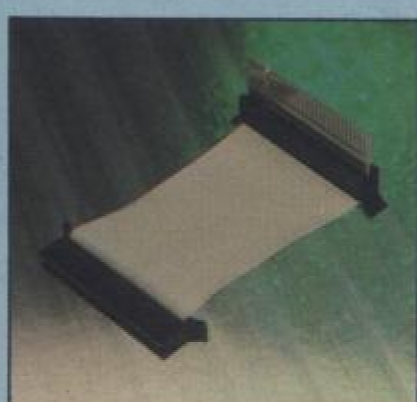
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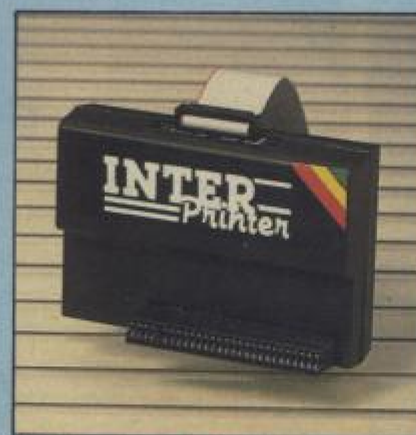
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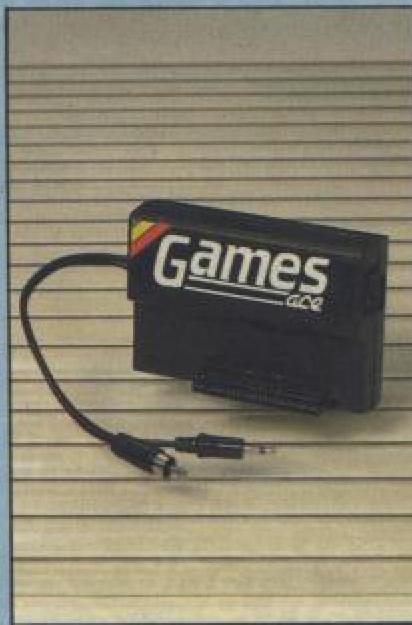
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YS ADVENTU

Now who shall have the honour of being the first out of the sweaty sock this month? I could choose any from the huge piles of letters in front of me. Who shall it be? What about this one with the fiver attached?

No, maybe **Leon Reynolds** of Kidderminster who says he's been fiddling around with *GAC*. I know you lot are always interested in reading tips on the various utilities that are around. Leon suggests using *GAC* to create multi-load adventures, the first way being to give a password at the end of part one and make this the only input that's accepted in the first location of part two, whose text asks you for the password. If the player types it in correctly then he's taken to location two, which is the real starting point for the game.

Then there's the save/load method, but you must remember that the save command saves the status of markers, counters etc, so these must match in both parts. You should also reserve one of your markers and set it at the very end of the first part, checking for it at the beginning of part two to make sure the saved position has come from a completed game.

Another *GAC*-man is **Graham Collier**, 9 Banwell Road, Odd Down, Bath, Avon BA2 2UH. Graham's devised a way of extracting the data from most *GAC* adventures, and has sent me the data file for *Apache Gold* to prove it. The procedure's a little too lengthy to print, but if anyone's interested they're welcome to contact him.

Also *GAC*-ing merrily along is **Neil Markey**, 1 Carlton Street, Horninglow, Burton-on-Trent, Staffs DE13 OTE. Or not so merrily, as he says he's found an annoying bug in *GAC*. Neil's nearly finished an adventure, with very little memory left, and has been checking for spelling errors and so on. After pressing ENTER (to return the amended message to memory) a few times, the warning about a shortage of memory no longer appears and suddenly he's got 58000 bytes free and all his data is corrupted. He loses his graphics as well. Is there any way round this? As Neil's now spending more time making the last few corrections than he did writing the adventure. I've told him to buy *GACPAC* from The Essential Myth which compacts data to give more room to play about with at the end. But does anyone know any other way round this?

Bruce Webb of Dumfries offers a tip on *Red Moon* — if you're having problems, try burying things. He says this is useful for getting rid of unwanted iron objects or even ghosts.

I've also heard from someone who describes himself as 'an adventurous Major', this being **Major W. Beardwell** of Taunton who's retired after 38 years of military service. I like to think that the *YS* adventure pages have a wide audience, and the Major confirms it, "I find *YS* a refreshing change from *The Telegraph*!" he says. Having become addicted like the rest of us, to adventure games, the Major offers this tip on *Inspector Flukeit*, which he highly recommends. To get the shears: RENEDRAG EHT ELKCIT.

Liam Boyle of County Kildare has come up with a *Hobbit* bug that's new to me. When escaping the Goblins' Dungeon, we all know how hard it is to find the Magic Ring as you're continually meeting goblins who promptly throw you straight back in the dungeon. Liam's found a way of getting rid of them. When you reach Rivendell, take the lunch and kill Elrond. Take him to the small dry cave where the insignificant crack is, and when the nasty goblin appears, throw Elrond at him. This'll kill the goblin, but unlike killing a goblin with your sword, this weird method doesn't allow him to regenerate and turn up again two moves later. As there are only six types of goblin, you can see them all off with six throws of Elrond. Liam also asks if the golden key is a red herring (LLA S'TAHT TUB EROCS EHT STSOOB TI), and how to answer Gollum's riddles (MIH ERONGI OT TSEB).



Illustration: Anthony Colbert

Amazing how an adventure that's been around for so long still continues to bring in lots of correspondence. **S. Ashby** of Gillingham says that despite Melbourne House's claim that the only way to kill the dragon is to get Bard to do it, he's managed to do it for himself like several other readers. He says that first the dragon killed Bard, so he wore the ring and this caused the dragon to say that even though he couldn't see Bilbo, he would still burn him to a cinder. Then he typed KILL DRAGON WITH SHORT SWORD and hey presto — one dead dragon. And he's got the saved games just before and just after this to prove it! This brave Bilbo then asks how to get something to eat in *The Boggit*: LLAH S'DNORLEMS TA TIAW.

My thanks to **Daniel Worf** of Belvedere in Kent for his solution to *Kobyashi Naru*, even if he did begin his letter to me by saying "Dear Sir/Madam." What do you think I am, a bearded lady? Another solution to that game came in from **Keith Park** of Aberdeen, along with a question about how to get the bird to pick you up at the end of the first part of *Se-Kaa Of Assiah*: DRIB TNUOM/ SSENRAH TIF/NROH WOLB.

Anthony Campbell of Anglesey says he's frustrated and very puzzled. He's solved both parts of *Lord Of The Rings* but still wonders how to stop Gimli from killing the taciturn elf in Lothlorien. If anyone knows, then write to Anthony at 34 Bron-y-Graig, Llangefni, Anglesey, Gwynedd LL77 7RD. And if no-one writes, then the answer is: EIBEERF A ROF EAS EM DNES.

A similar answer to **Robert MacGregor** of Glasgow who asks several questions on *The Price Of Magik*, but in this case the sae should go to Level 9 for a solution sheet enclosing the coupon that comes with the game. Another adventurer who belongs to Glasgow is **Robert Smith**, who's struggling in *The Pawn*. What does the guru want? LWOB SIH NI WONS TUP. Where is there a light source? SRUOLOC EERHT XIM. What is the plant for? RESRAP EHT FFO GNIWOHS.

News of yet another adventure helpline, this one being a very cheeky organisation that boasts about having superior brain power to me. Can you believe it? What they really need is superior spelling power as there is only one 'L' in 'Helpful' — so there! The helpline with corrected spelling is therefore called The Helpful Scroll, 37

URES | NEWS

Bryn Hedd, Hendreforgan, Gilfach Goch, Mid Glamorgan, S. Wales. They offer help on *Book Of The Dead, The Big Sleaze, Kobyashi Naru* (which sounds more like a big sneeze to me), *Dracula, Mordon's Quest, Spiderman, Matt Lucas* and many more. They also ask you to send a sae and any tips you happen to have yourself if you ask a question.

The same goes for another helpline which I'm told, by organiser **Andrew Orwin**, is proving quite popular in Nottingham. For details or help contact Andrew at The Old Post Office, Kirklington Road, Bilsthorpe, Newark, Notts NG22 8SS.

A million thanks to someone hiding behind the name of **Jackdaw**, whose nest appears to be at 34-b South Terrace, Littlehampton, Sussex BN17 7JA. Why the thanks? For taking the trouble to send in a complete solution with map to *The Pawn*. Some clues from this solution for you then. Stuck in the maze? 'EZAM TIXE' YRT. Want to kill Kronos? OUY SEVIG LIVED TAHT ELTTOB WORHT. To lift the boards up in the tree. ROOD EHT ESOLC. Thanks again, Jackdaw. That makes it a million and one.

Justin Edmunds of Stevenage sends in a solution to *Hampstead* and asks if we'd print it as he's never seen it published before. Oh no? Where were you when the June '86 issue of *Your Sinclair* came out? Thanks anyway, Justin, 'tis the thought that counts.

Can anyone spare a thought for **Andy Darley**? His problem? How to get through the arcade game at the start of *Eureka*. Does anyone know of any POKEs or other methods of avoiding it? If so, contact Andy at 8 Poplar Close, Hitchin, Herts SG4 9LZ.

Next favour is for **Ricardo Mapp**, 10 Chaffinch Drive, Chelmsley Wood, Birmingham B36 0QH. Ricardo would like to get hold of Central Solutions' *10 Adventure Game Pack, Vol.1*. Anyone got one they're prepared to part with?

Some early *Arkham Manor* hints from **Trevor Taylor** of York, plus a bug that's causing him trouble. The bug first: once inside Mrs Lemin's house, you see a gun and a message is printed up. In Trevor's version the message is unreadable garbage, so on the assumption that it's important, can anyone tell him what it's meant to say? The address is 7 Markham Crescent, Haxby Road, York YO3 7NS.

Now the hints: at Harrison Street: REKCONK ESU. When you meet Jones: SRETCARAHC REHTO TUOBA KSA. At the church: TPYRC NEPO OT RACIV KSA. The man who appears in the graveyard at night: OTOHP SIH HTIW YROTS ELIF.

And so another glorious month comes to a close. It's all go, you know.

Venture forth with Mike Gerrard

I've got a skull on my desk at the moment. Thankfully it's only on the cover of the CRL release of *Book Of The Dead*, the ace adventure originally written and published by The Essential Myth. I first reviewed it back in the April issue, so with 6,000 other tapes all clamouring for space (clamour, clamour) I won't re-review it but will remind new readers and those with bad memories as to why I rated it 8/10, "Good to see an independent house produce something original . . . you face a task so obviously different that I wonder no-one's thought of it before, as the aim of this game is to die. The plot and the problems are well thought out and logical. Enjoying all the facilities that *GAC* provides, it's an unusual game, and one well worth sending off your pennies for."

The story's of the minor Egyptian god Kteth, who loses his god-like status thanks to his dad bumping off Osiris. The aim is to find the Book of the Dead which will tell you how to die and travel back again to the Other World and your godly existence. A definite winner.

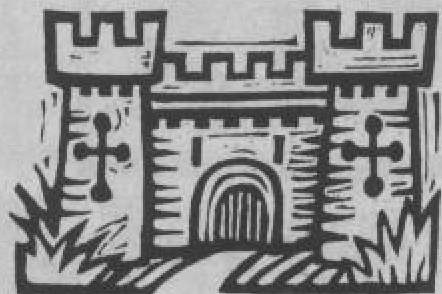
A quick mention for the *Spectrum Adventure Exchange Club*, who do much, much more now than just organise swops for adventures that members have finished. They have a free map service for one thing, and that covers 14 popular titles. Also the usual reviews and solutions plus a helpline, and all this comes to you on a tape for loading into your dear little Speccy. Each tape always includes a free adventure, so what can you lose by sending £2 for a sample issue of *Spectrum Adventure*? S.A.E.C., 4 Kilmartin Lane, Carluke, Lanarkshire ML8 5RT. Editor William Young told me that at the recent ZX Microfair, a number of people told him they'd read about the tape-mag in *YS*, but they'd been reluctant to order it through the mail. Oh ye of little faith! He asks me to reassure readers that all orders are processed by return post, so no need to wait for the next Microfair to try to find a copy!

Eighth Day Software has been quiet lately, but that's all about to stop.Something called *A Harvesting Moon* is almost ready, and will be quickly followed by a spoof in its *H.R.H.* style, which I loved. Anyway, the next silly adventure will be called *Ronnie Goes to Hollywood*, which sounds like it has to be worth relaxing with.

The Ed told me I had to put the next bit in, as I was much too modest to bother mentioning it myself of course. It's from the spectacular fanzine, *Spectacular*, who compare all the Spectrum mags around, big and small, and naturally concluded that "*YS* is mega, wagga wagga, berilliant and corky. Buy, buy, buy!!!" About your very own adventure section they said: "One regular I love is Adventures, written by the charming, handsome, lovable well-dressed and generally fantabulous Mike Gerrard! (*Is there something you're not telling us? Ed*) He provides the best help service and will answer personally if you include a sae. He's also willing to promote the small software houses and fanzines."

And there you have it, the absolute unbiased truth (and the fiver's in the post.)





The appearance of *Orcsbane* has to be a news story, after twelve months since the last issue! I won't bore you with the reasons for the delay, but it can't be easy putting together a magazine when you're a student, which is what editor Nick Walkland is. It's a chunky magazine too, and if the pages were numbered I'd tell you just how big it was. Oh, hang on, I'll count them.

One . . . two . . . three . . . (*Severe snips, Ed.*) . . . eighty-six . . . eighty-seven . . . eighty-eight. Yes folks, 88 pages! And all for a quid. I reckon it's well worth that just for the list of hidden messages and funny responses in adventures. To quote just a small selection of the ones listed, in *Galaxias* try typing JOSH 5. In *The Mural* try AUTHOR, plus just about every Christian name you can think of. In *Mafia Contract II*, what about 7867 63NS? In *Very Big Cave Adventure*, LIFT PETTICOAT and LIFT GYMSLIP. In the third part of *Bored Of The Rings*: CHRIS, SHOOT SPAM, EAT SALT, GAY BRONSKI, REM, MANDY, HCW and many, many more. If you want to find out the rest, send £1 for *Orcsbane* to Nick Walkland, 84 Kendal Road, Sheffield S6 4QH.

Still with an eye on the adventure mags, *The Adventures Club Ltd* has announced that to supplement its dossiers which will be appearing as double issues every other month, it will be offering a new small publication called *The Elf's Diary* which will bring you news and filling the gaps between dossiers five times a year. That'll cost £3.95 a year, though if you only get the dossiers you won't miss out on anything — the news will just come to you a few weeks later, that's all.

The latest dossier covering August and September looks very healthy, with articles from Tony Bridge, Hugh Walker, Pete Austin, Keith Campbell, Richard Bartle and Fergus McNeill. Not a bad line-up. And why no Mike Gerrard, you may ask? Well I have to step aside occasionally to let some of these up-and-coming people get a look in.

CASTLE THADE REVISITED

Castle Thade was originally published by the Spectrum Adventure Exchange Club over a year ago, and as I didn't have space to review it then I thought it only fair to have a look at this new improved version. I'm glad I did too, as it's definitely a very enjoyable, value-for-money adventure — or rather two adventures, as there's one part on each side of the tape — though you can play part two without having to complete part one. It gets an extra mark for value as each copy comes accompanied by the latest issue of the SAEC's *Spectrum Adventurer* tape-mag, which normally sells at £2, plus five 25p discount vouchers for use in the exchange section of the club.

In this tale of derring-do, it seems that the people of Kral have been living in fear of the Lord of Darkness, whose postal address is Castle Thade. The goodies from the Council have despatched many an adventurer in the past in an attempt to defeat the evil Lord, and now it's your turn. The Council's decision is of course in no way connected with the fact that you haven't paid your rates for the last three years.

One of the virtues of this text-only game is the text, which is very well-written and conjures up its own vivid graphics. Take this, for example: "The raging river from the south plummets into a deep chasm, forming a huge waterfall. Hundreds of feet below on the floor of the chasm the water churns into white froth, sending a fine mist-like spray into the air. Nearby stands a small bush with leaves as tough as leather."

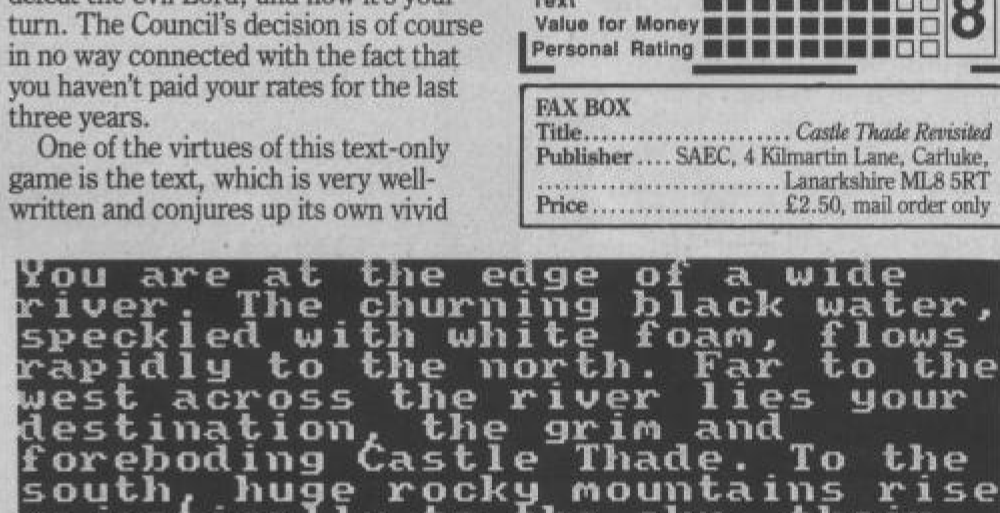
A command like Level 9's 'That's just scenery' has been built-in whereby if you try to examine something in a location description that isn't relevant you're told 'See text for details.' And you'll need to read every location carefully, as well as paying attention at all times in case you miss the various hints. If you do miss them however, type HELP for a list of solutions to problems using the infamous backwards-writing.

Plenty of extra little responses have been built-in should you try doing things that aren't going to get you anywhere, and all-in-all, it's well worth sticking your hand in your pocket for.

Rating	Score (filled boxes out of 10)
Graphics	0
Text	8
Value for Money	9
Personal Rating	8

8

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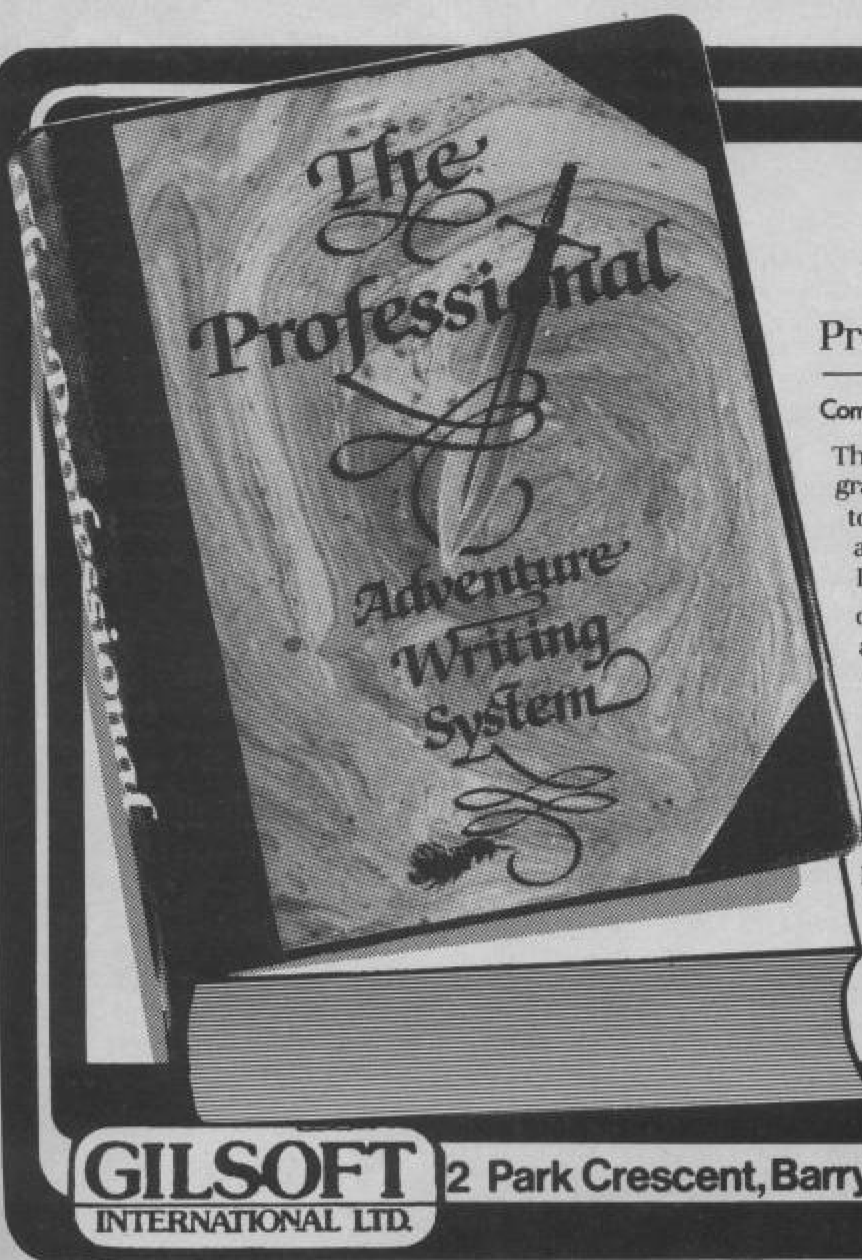
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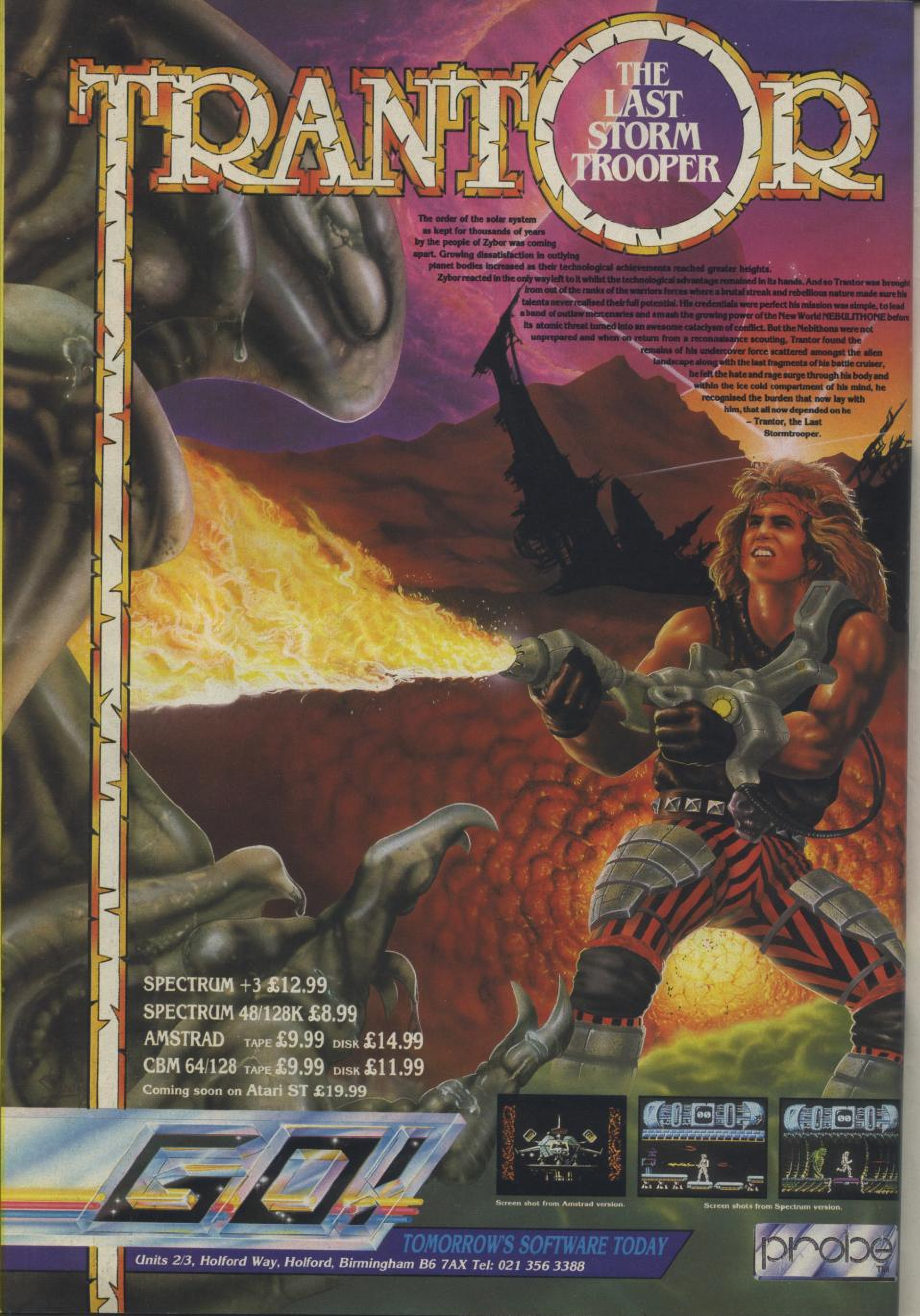
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LOST SOULS

Jackie Holt, 36 Eland Street, New Basford, Nottingham NG7 7DT wants to know about something called *Match Maker* which I've never 'eard of. The problem is what to give to the old woman who's knitting in the cottage, as she doesn't seem to want anything! And on *Hammer Of Grimmold:* if you use the diamond from the Roc's nest to bribe the Orc archers with, what's the exact wording you need? In *Necris Dome*, which I have heard of but can't help on, what kills the Battle Droid?

Another mystery to me is *Astec — Hunt For The Sun God*, which crops up now and again, the latest being from **Chris Jones**, 32 Harington Rd, Formby, Merseyside L37 1NU. Chris wants to know what spell is needed to enter the Temple in the River Valley. He also asked me if there were any routines to disconnect the icon system in *Zzzz*, as he said the icons have a habit of activating themselves when you're nowhere near the keyboard. Reader **Wren Bull** came to the rescue, with the information that connecting a Kempston interface keeps the icons under control.

Having trouble keeping the Cursor under control in *Redhawk* is **Shane Wood**, 20 Dale View, High Etherley, Bishop Auckland, Co Durham DL14 0JH. "Every time I try anything to stop it," says Shane, "I get zapped!" He also needs any help at all on *Kobyashi Naru*, to know how to get past the dragon in Sinbad, how to get off the Caydia and find some food in *Rebel Planet*, and where to find the nugget and how to use the whicker cage in *The Serf's Tale*.

Stuck in *Lord Of The Rings* is **D. Patton**, 80 Edmonds Road, Cranwel, Sleaford, Lincs NG34 8EP. How do you kill the Black Riders, and how to get to Rivendell over the bridge past Bree? (EIBEERF A ROF EAS EM DNES).

Shadow Of The Unicorn anyone? **Paul Hobbs** wants a complete solution 'for my friend' (oh yes, we've all heard that one), but would, no doubt, settle for simply hearing from anyone else who's played the game. Paul lives at 124 Winchester Rd, Shirley, Southampton, Hants SO1 5RP.

Iain Gibson, 27 Croftpark Rd, Hardgate, Clydebank G81 6NN, is having his detective skills tested by *The Sidney Affair* in which he's having difficulty getting anything to register on the computer system. Any more successful private eyes out there care to help? Iain also got some advice from a **Kind Soul** recently about *Tir Na Nog*, explaining that Calum's Hammer is buried nine paces north of the Celtic Cross in Stormbase. Fine, says Iain, but what he'd like to know is how the bleep you're meant to work this out for yourself when there are no **Kind Souls** around?

Alasdair Thompson needs help on *Rebel Planet* (how to disembark from the ship) and *Shadowfire* (completely stuck! Can't get to end of security corridor before being wiped out, but is this the correct place to go?) Answers to The Lees, 105 Potter's Bank, Red Lake, Telford, Shropshire TF1 4EP.

Matt Lucas, is causing problems for **Steven House**, 1 Union Lane, Penrith, Cumbria. Can anyone help with the following: what to do with the car and the shoe; can you take the sawdust from the butchers; how to prevent being shot by the thug; how to cross the swamp on the island; and how to pass the porcupines on the island?

A newcomer to adventuring is **Andrew Vickers**, 64 Halsbury Road West, Northolt, Middlesex UB5 4PW, and Andrew needs help on getting started with *Seabase Delta* and wonders where he can also find help on getting started in adventures generally, like the basic commands and so on.

Another newcomer is **M.A. Smith**, 70 Glenhurst Avenue, Ruislip, Middlesex HA4 7LZ, who's stuck in a game I'm not familiar with, so can anyone come to the rescue? The problems are in *Countdown* from Central Solutions: how to open the trap door at the top of the spiral staircase, and what is meant by the clue, "In order to start press blue"?

A very simple question from **Richard Clayton**, 33 West Road, Shoeburyness, Essex SS3 9DR, and that's how to pass the door in the green transporter room in *The Extricator.* Any offers? And help of any kind on *Murder* and the first part of *Dodgy Geezers* to **Andrew Edney**, 22 Blackstone House, Churchill Gardens, London SW1V 3DT.

Stephen Gaskell, 22 Ennerdale Road, Hindley, Wigan, Lancs wants any help on *Life-Term*, how to get people to help you in *Inspector Flukeit*, and in *Serf's Tale* how to get the dragon scale, how to open the volcano door and where is the trident?

ADVENTURERS INTERNATIONAL

To make up for last month's lack of **Adventurers International**, we've got letters from all over Europe this month, starting with someone who's **Kind, Lost** *and* **International**. That's **Staffan Vilcans**, Svanvägen 13, S-182 46 Enebyberg, Sweden. He's prepared to be a **Kind Soul** on *Hobbit, Lord Of The Rings, Robin Of Sherwood, Shrewsbury Key, Swords And Sorcery* and parts one, three and four of *Eureka*. And a **Lost Soul** on *The Great Escape* (what things do I need when I escape?), *Eureka* (how to get rid of leprosy in part two and how to get into jet at end of part five?) and *Sherlock* — send me an international reply coupon for a freebie on this adventure. Among Staffan's other problems are how to get rid of the water in *Subsunk*: NISAB EGNULP DNA MOORB OT REKCUS HCATTA. And how to get out of Spook City in *NeverEnding Story*: YEK DLOG HTIW ETAG NIAM HGUORHT.

Still in Sweden, a quick thanks to **Henrik Magnusson** of Rattiksgatan 9, 75449 Uppsala who sent in a solution to *Shadows Of Mordor*. Henrik claims to be champion of the Tolkein adventures, having solved *The Hobbit, Shadows Of Mordor*, both parts of *Lord Of The Rings, The Boggit, Bored Of The Rings* and even *The Silmarillion* which he had to write himself in order to solve.

Pleading to be let into this section is **C.K. Man**, Westerstraat 16, 1441 AS Purmerend, Holland. Mr Man asks why he keeps getting shot down in *Espionage Island*: TEKCAJ EHT EVOMER. He also needs help on *Ship Of Doom, Inca Curse, Fourth Protocol, 10 Little Indians, Arrow Of Death II* and *Lords Of Time*. Can any Dutch or un-Dutch readers come to the rescue? In return, help is available on *The Hobbit, Terrormolinos, The NeverEnding Story, Time Machine, Arrow Of Death, Planet Of Death, Redhawk, Urban Upstart, Invincible Island, Colour Of Magic, Eye Of Bain, Mindstone, Jewels Of Darkness, Silicon Dreams* and *Emerald Isle*.

A Double-Dutch helping this time, thanks to a letter from **Ben Maas**, who wrote to me while he was on holiday in England and was pleased to see his name in the September *YS* which he bought while he was here. He bought it at York station, though the station he's really having trouble with is the one in *St Brides*, the main trouble being he can't find it. First you've got to solve the problem of the catmint and the basket, Ben, and then get through the Alchemist's Workshop in the cottage. To find the catmint: NEDRAG NI SBREH ENIMAXE. The basket you find very close to the start of the game: KNURT NEPO.

But that's enough of these northern European countries, let's head for the sun, and where better than my favourite country — Greece. Showing typical Greek kindness is **Spiros Daskaleas**, 38 Goura St, Pireaus 184, Athens, Greece. Spiros says that adventures are hard to come by in Greece but he buys every one that he finds. He's happy to help anyone on *Hobbit, Spiderman, Terrormolinos, Mindshadow* part one, *Gremlins, Don't Panic, Fairlight, Herbert's Dummy Run, Three Weeks In Paradise, Book Of The Dead, The Vera Cruz Affair* and *The Sidney Affair*.

Another *YS* reader living in Athens is **Theodore Blitsas**, Oinois 4, Kallithea, Athens 176 76, Greece. Theodore says he's helped a few people on *The Planets*, and is prepared to help anyone else who might be stuck in that hardly-an-adventure-but-I'll-put-it-in-anyway. He also asks how to lever the cannon in *Seabase Delta*, having got the plank, nails, barrel and hammer: PIHS EHT MORF DOOW EHT DEEN OUY. How to spray the foam on the camera in *Valkyrie 17*: SNEL AREMAC YARPS. And what to do in the Dragon's Lair in *Feasibility Experiment*: NOGARD LLIK DNA DLEIHS DNA RAEPS TEG.

An Italian reader asks where all the good old games have gone, his favourites from the past being *Tir Na Nog, Avalon, Valhalla* and *Runestone*. As they're not exactly my type of game, can anyone explain in *Dragontorc* what to do after finding four crowns, and in *Valhalla* what to do after finding Drapnir, Ofnir and Felstrong? The person to explain to is **Sergio Marrama**, V.A. Falcone 403/13, 80127 Naples, Italy.

KIND SOULS

I've just had a letter from Fergie. No, not *that* Fergie, this one's called **Stuart Ferguson**, 94 Bury Road, St Leonard's on Sea, East Sussex. Stuart's only the second person I've heard from who's managed to complete *Terrors Of Trantoss*, and he's prepared to answer questions on that and his other successes: *Lords Of Midnight, Doomdark's Revenge, Espionage Island, Seabase Delta, NeverEnding Story, Hulk, Kentilla* and as far as quest six of *Sorderon's Shadow*.

Brian Harris offers help on *Message From Andromeda, Knight Tyme, Mafia Contract II* and part one of *Se-Kaa Of Assiah* to anyone sending sae's to him at 47 Valentines Way, Rush Green, Romford, Essex RM7 OYD. The same goes for **Mark Haworth**, 132 Fountains Road, Walton, Liverpool L4 4NF, who's happy to help out on *The Hobbit* and *The Boggit*.

Iain Gibson can help on *The Vera Cruz Affair* and most of *Tir Na Nog*, and he lives at 27 Croftpark Road, Hardgate, Clydebank G81 6NN.

Need help on any of these? *Emerald Isle, Erik The Viking, The Boggit, Robin Of Sherwood*? If so, the chap to contact is **Jonathan Lynch**, 122 Charnwood, Bray, Co Wicklow, Ireland.

A slightly longer list from **Steve Lodey**, 5 Felix Road, Felixstowe, Suffolk IP11 7JD: *Snowball, Emerald Isle, Red Moon, Erik The Viking, Hampstead, Hobbit, Lords Of Time, Mountains Of Ket, Temple Of Vran, Ship Of Doom, Espionage Island, Inca Curse, Eye Of Bain, Ground Zero, Golden Apple, Invincible Island, Urban Upstart, In Search Of Angels, Subsunk, Seabase Delta, Kentilla, Velnor's Lair, El Dorado, Classic Adventure* and *Fourth Protocol* (part one only).

Back to a list of more sensible proportions, from **Shane Wood**, 20 Dale View, High Etherley, Bishop Auckland, Co Durham DL14 0JH. Shane's happy, nay delighted, to help on *Bugsy, Erik The Viking* and *Sherlock*.

An inclusion for **Timothy Shelley**, 8 Regents Park Gardens, Shirley, Southampton SO7 3SD, because Timothy has some unusual titles in his list: *Journey's End, Ruby Runaboout, Finders Keepers* and *Quest For The Holy Grail*.

Now for someone who's obviously very special, as he manages to live in two streets at the same time! That's **Jason King** of 7 St Andrew's Way, James Reckitt Avenue, Hull HU8 8JJ. If you ever wondered what happened to Jason King, he's now offering help on the following adventures in exchange for the usual (and compulsory) sae: *Seabase Delta, Hobbit, Marie Celeste, Mafia Contract I & II, Secret Mission, Hulk, Golden Apple, Dangermouse* and *Forest At World's End*.

Kindness itself is **Richard Clayton**, 33 West Road, Shoeburyness, Essex SS3 9DR, who's willing to answer questions on *Heavy On The Magick, Price Of Magick, Swords And Sorcery, Holy Grail, Lords Of Midnight, Kobyashi Naru, Subsunk, Mountains Of Ket* and *The Hobbit*.

Don't forget, anyone writing to a **Kind Soul** *must* enclose a sae and please try to restrict yourself to asking individual questions. Some **Kind Souls** tell me they get letters from readers with no sae and asking for copies of full solutions to all the adventures listed — and this can be as many as fifty or more! Definitely the act of a **Daft Soul** if you ask me.

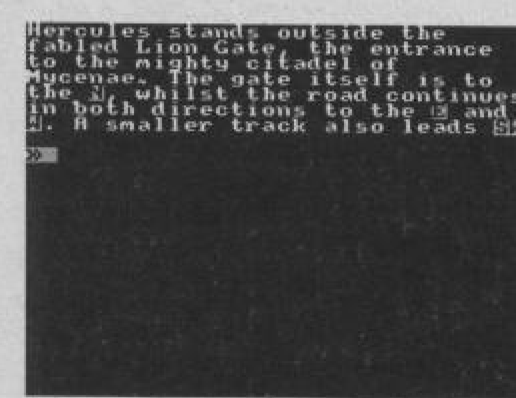
THE LABOURS OF HERCULES

From time to time out of the mass of readers' adventures that get submitted to me, week in, week out, there's the occasional gem, and *The Labours Of Hercules* is one of them. It's based around the Greek legend of Hercules, the world's strongest man, who was duped into killing his own wife and children and as penance was forced by the gods to undertake 12 awful labours. Only by completing all of these, each one considered to be all but impossible for a mere mortal, could he regain his freedom.

You may recall the multi-headed Hydra, which grew two heads for each one that was chopped off — can you cope with a monster like that? Or what about Cerberus, the terrible guardian of the Underworld? Or the exceedingly unpleasant task of cleaning out the Augeian Stables? Pooh, I'd rather face the Hydra any time.

You stand at the start of your labours outside the fabled Lion Gate, the entrance to the mighty citadel of Mycenae. All you have with you is a club, carved from wild olive. Close by you in a hut is Pholus, half-man, half-horse, and both halves are roaring drunk. Enter the Lion Gate and go to the Throne Room of King Eurystheus and you'll discover what your first labour is — bring him the body of the lion of Nemea. Take my advice and do some mapping out first, as only at this point are the various creatures created. The obvious answer isn't always obvious either. Arming myself to the teeth to deal with the lion, I discovered that weaponry wasn't the whole solution — there's more than one way to skin a cat!

This text-only tale has been written using *The Quill* and *The Press*, and a vast amount of data seems to have been packed in there. I like the way the author's made full use of the EXAMINE command, allowing you to inspect non-essential things like the Lion Gate and the track, as well as all the objects you'll come across. A fine loading screen from



YS reader Sean Doran, and a very impressive first adventure from Terry Taylor. Worth a few drachmae of anybody's money.

Graphics	
Text	
Value for Money	
Personal Rating	8

FAX BOX
Title .... *The Labours Of Hercules*
Publisher . T. Taylor, 20 Lee Road, Bacup, Lancs
Price .... £1.99, mail order only

STAR-WRECK



For all you Trekkies out there, here's a mission you haven't undertaken before. You're Captain James T. Cake of the Starship Paralysed and you're on your way to the planet Dandrox to deliver your cargo. This comprises one Trell and one Rigellian Slime Beast, which are needed for experimental purposes, and the Thracian Ambassador, who isn't. He's just visiting. You also have on board a Krall, whatever that might be — it's in transit to Alpha-Tricia 111, whatever that is.

All you've got to do is get them all there. Easy? Not with a rust-bucket like the Paralysed, it isn't. Not to mention your crew. For a start there's Ensign Guzunder ("The average Star-Fleet Moron"), and then there's Ensign Weevil, whose gaze definitely says 'out to lunch'. The only fun person sounds like Lieu Yahoo — at least I thought it was fun what she did when I went into her cabin. Wha-hay? This is what we want!

Among the other characters are Dr Leonard Decoy, Zulu, and the ship's engineer, Mr Clot, the only person holding this heap of junk together. Not that he's doing a very good job as you're no sooner up in the air when there's a generator failure. As this operates the elevator which is the principal means of getting from one section of the ship to another, this is a distinct problem. But not to Captain Cake, of course! You have it fixed in a trice, or even sooner, but can you cope with the rest of the emergencies and collect your pay-off at the end?

I enjoyed this game much more than Alternative's other offering, *Life-Term*, but the main drawback was in trying to discover what you've got to do next. With virtually the whole of the Paralysed open to you from the start (at least until the generator blows), you can wander round and round with little idea of what's going on. Eventually things do start to happen, and my spies tell me that there are quite a few irrelevancies in the game, put in just to raise a chuckle, which is something I always like to see. Chatting to the characters also helps, not to mention trying to do other things to them, which I'll leave you to discover.

Not the lengthiest or hardest of games and the vocabulary could certainly have done with being a bit bigger and more helpful. But it's quite fun, slightly off-beat, and not bad value at £1.99.

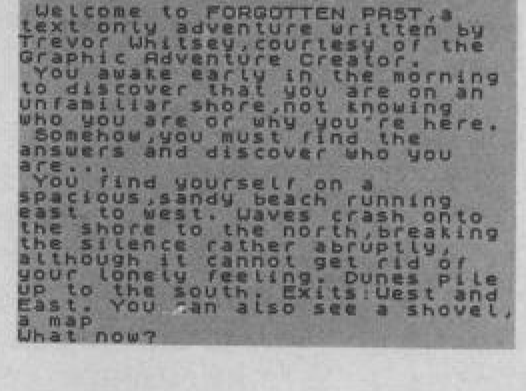
Graphics	
Text	
Value for Money	
Personal Rating	6

FAX BOX
Title .... *Star-Wreck*
Publisher .... Alternative Software
Price £1.99

THE FORGOTTEN PAST

Another published-from-home adventure, a text-only game written using *GAC*. Well it's different! Nothing too different about the plot which has you waking up on the unfamiliar shore of an island, wondering who you are and where you are... and why you've got a bump on the back of your head. Finding the answers to these questions will lead you through a well-written adventure romp.

It's not really a devious adventure and I'd say it was a good one for beginners to try. I unearthed about 50 of the 85 locations in one sitting, so newcomers might like to practice their map-making



without worrying about being killed off at every opportunity. Old hands though, may get just a little impatient at trying to find some problems to solve.

It's quite a well put-together game. The text is the best part of it, and while it's hardly purple prose it could be described as at least a pale shade of mauve. It's better than most manage for a first attempt at adventure writing, though.

Graphics
Text
Value for Money
Personal Rating
6

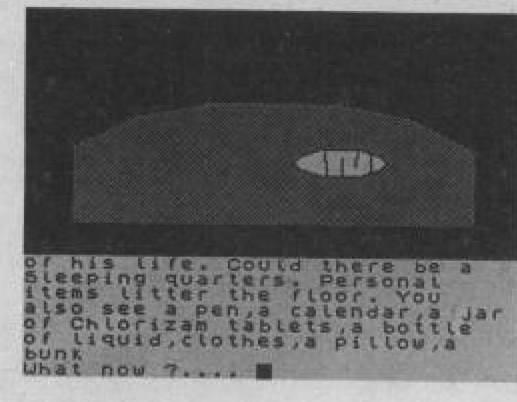
FAX BOX
Title........................... *The Forgotten Past*
Publisher..Trevor Whitsey, 1 Furber Court, The .... Arbours, Northampton NN3 3RW
Price...................... £1.99, mail order only

LIFE-TERM

This game didn't enter my good books from the start, as it's obviously written using *GAC* but nowhere does it get a credit. The story behind the adventure's pretty good, though.

It's the year 3142, you've got the intriguing name of Jake Stalin and a life sentence for the murder of a security guard. The fact that you were 13,000,000 miles away at the time has no bearing on the rough justice handed out by the multi-planetary companies that rule the universe. As executions no longer exist, you're put in charge of the planetoid Souzel, where the refuse from a dozen planets is collected for processing into raw materials for building purposes. There, you're meant to stay for the rest of your natural life — unless, of course, you can find a way out. Great scenario, shame about the game.

My suspicions were aroused when I saw some of the verbs given on the inlay:



CORRUPT, EXCAVATE, IGNITE, PILOT, RESCUE, INVESTIGATE, CHAT, DETONATE, AID and SWIM. How many of those are in everyday adventure use? You're invited to write to the company for a full word list, but I'm dubious about any adventure-writer who would incorporate some of those into their program.

I was even more dubious when I discovered the illogical way the locations have been put together. You're not told what exits there are, so you have to try them all, and then you learn that to get from A to B you've got to go east, but to get from B to A, you go north. I don't mind this occasionally in a game to keep you on your toes, but not for every location, please! It makes the game tedious rather than challenging.

Although I've moaned about this game, you'll see I haven't given it devastatingly bad marks and that's because, as with many adventures, there are some good things in there as well. I just couldn't be bothered to carry on and enjoy the good things for all the irritations. You may feel differently, but I thought *Life-Term* was what I'd been sentenced to when I loaded this one up.

Graphics
Text
Value for Money
Personal Rating
6

FAX BOX
Title.................................. *Life-Term*
Publisher................. Alternative Software
Price....................................... £1.99

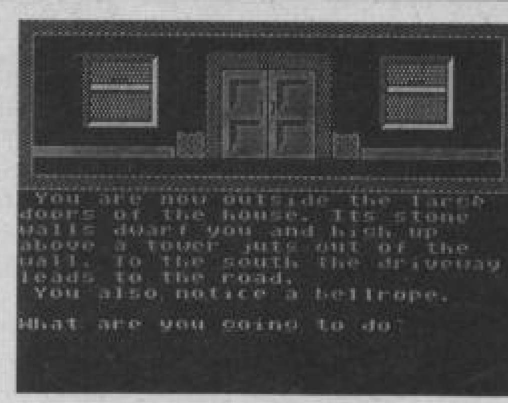
THE CALLING

A *PAW*'d effort, *The Calling* comes in two flavours, 48K on one side of the tape and 128K on t'other. The story is that your car breaks down while you're on your way home one night, and being a gentleman and taking into account there's a thunderstorm outside, you send your girl-friend to phone for help from a nearby house. Two hours later you decide you'd better go looking for her. Not only are you ill-mannered, you're a bit slow on the uptake too!

But better late than never, and into the house you go. You soon find a diary belonging to Professor Quinn, whose house it is, and you read an entry where he refers to the possibility of making contact with the Netherworld. Your own nether regions turn to tapioca pudding, when you read that he needs a suitable female for the transferrence machine.

I started this game, as I often do first time round, without making a map and one hour later I quit with a score of 70 per cent, feeling sure that if I bothered to map and make notes I'd crack the thing next session. Good for beginners then, but not much trouble here for you seasoned adventurers.

The game isn't too bad, it didn't make me switch off in utter boredom, but a bit more care's needed in coping with *PAW*'s parser.



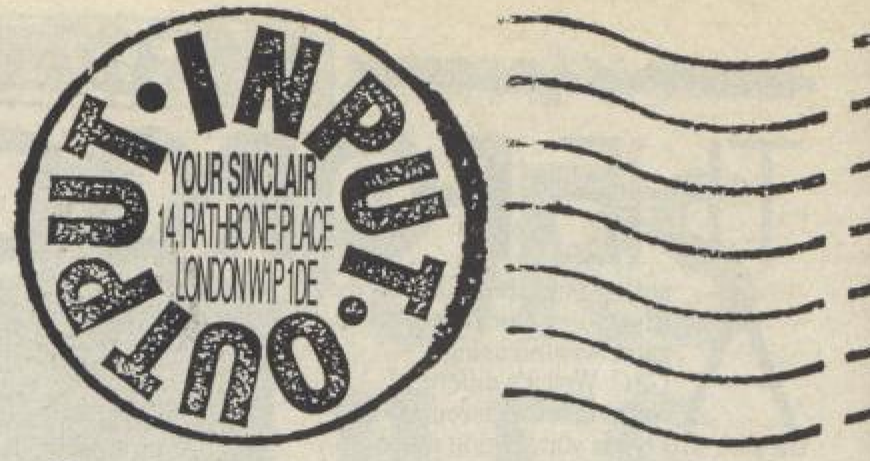
Graphics
Text
Value for Money
Personal Rating
6

FAX BOX
Title................................ *The Calling*
Publisher.................... Visual Dimensions
.... (cheques payable to F.J. Neary), 59 Nunnery
.... Lane, York YO2 1AH
Price...................... £1.99, mail order only

HARDWARE

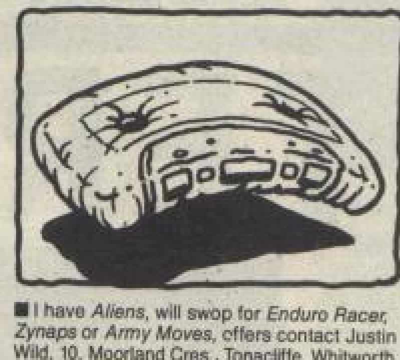


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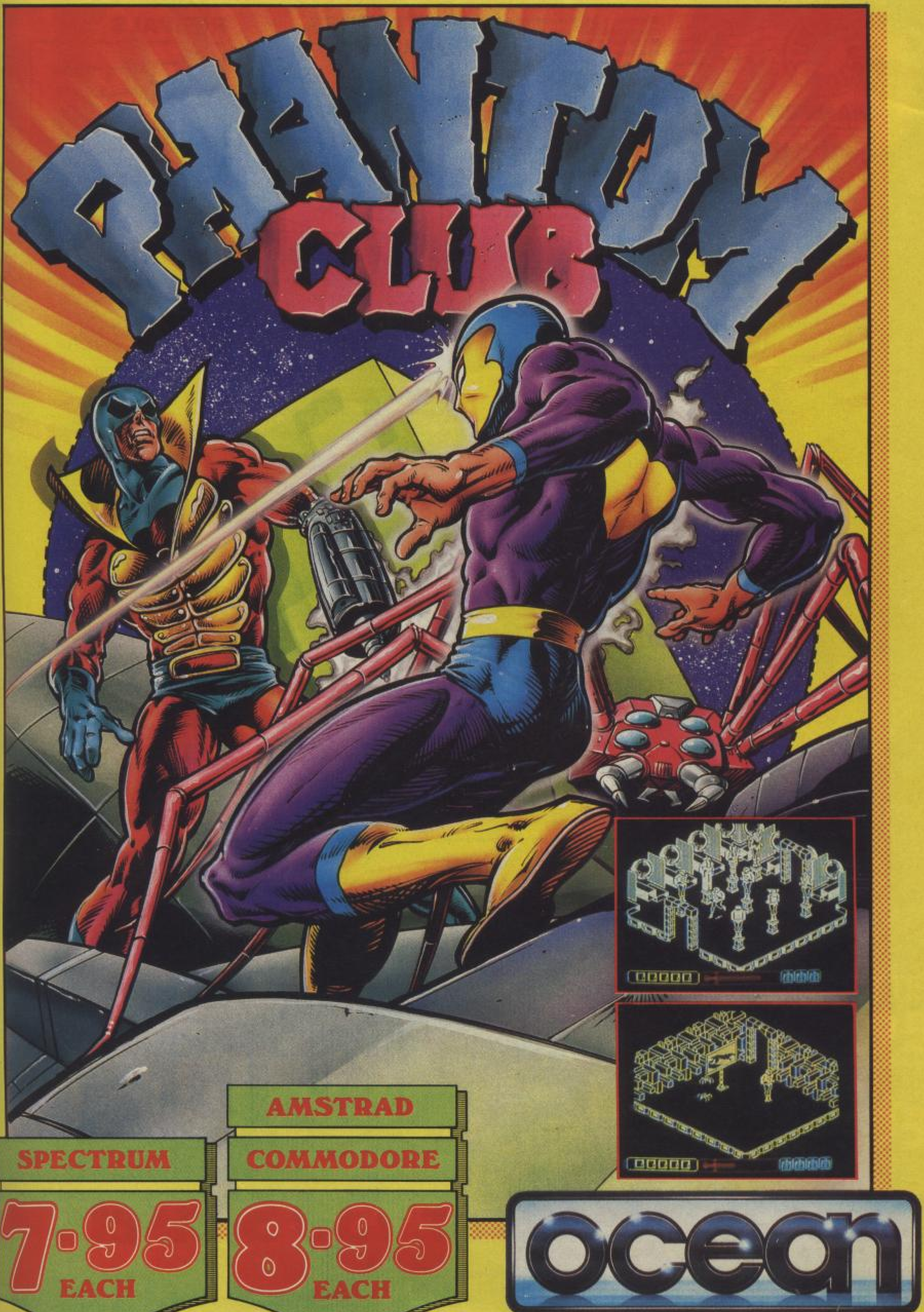
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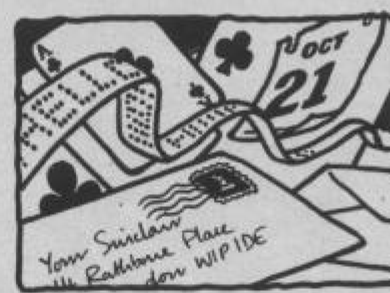

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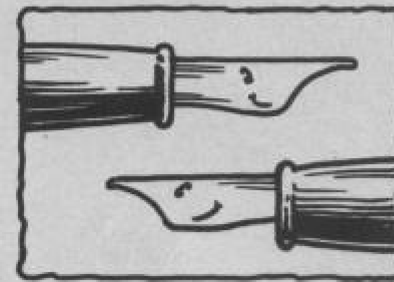
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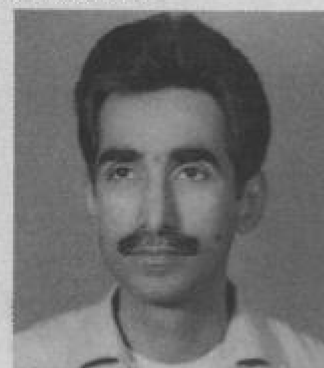


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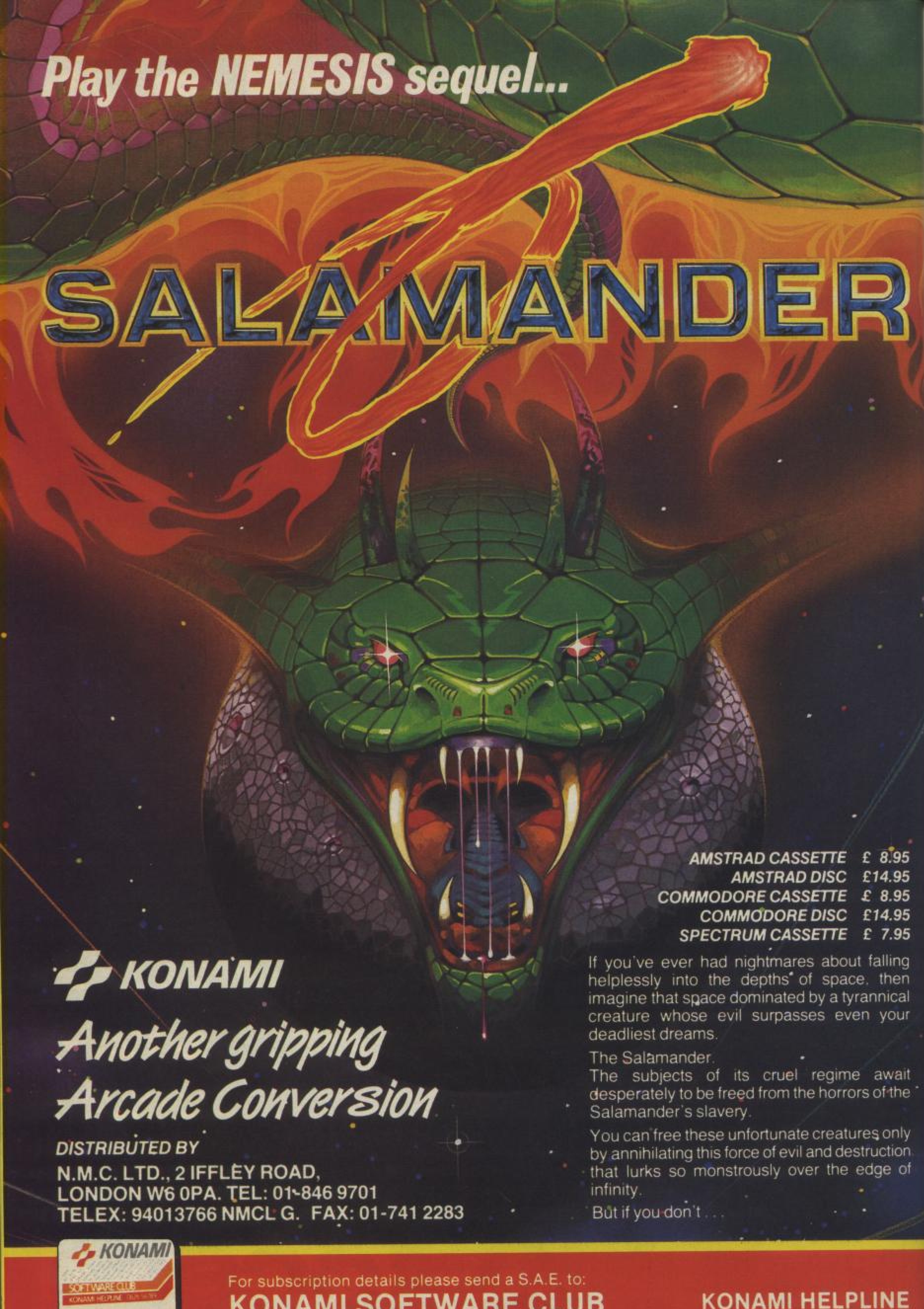


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BACKSTABBIN'

John Minson, ex-*Crash* gossip/ fishmonger extraordinaire, has gone over the wall to join us for this regular excuse to mouth off on all things Spectrum. (Government Health Warning: please remove all loose clothing and put your pipe out before reading.)



Have you ever been surrounded by 50,000 sweaty, scrambling bodies all climbing over each other to reach the same goal? Well, I have! And before your mind starts boggling about where I was, I'll tell you. The tenth PCW show just in front of *Your Sinclair*'s stand. On the other side of the table stood the *YS* team in its glory – the delectable T'zer, Phil 'Where's The Biccies?' Snout, the elegant and sophisticated Dr B (trust me, I'm a Doctor), the lovely Lucy and even the Ex-Ed, Kippers Cox – who were trying desperately to keep the masses at bay.

After manoeuvring my way through the crowd I headed for the press room to hear about just one of a whole pile of great games promised by a gaggle of software houses for Christmas.

Star-struck

The big scoop for Domark was the appearance of best-selling author Jeffrey Archer to promote its new game *Not A Penny More, Not A Penny Less (As long as it's at least a million! Ed)*. I managed to sit next to the great man himself whilst Dom Wheatley and Mark Strachan, blazers clashing, gave us the gen on the game – an adventure that looks as smooth as its author and boasts a revolutionary new parser. It was then that Jeffy babe stood up to speak, confessing that, though he knew nothing about computers, his 13 year old son had a Speccy. Were there any questions?

The silence was deafening. Maybe it was because nobody wanted to end up at the wrong end of a libel action. Or possibly they'd all expected Dan Archer. And that was it, as the guest of honour was swept away to earn another million, but not before T'zer had managed to take him to one side for a quick... photo session.

Blagged

Rumour was rife round the press room – Firebird had an announcement, so I decided to snoop out what they had up their sleeves. And it wasn't just their arms. Hewson's top programmers, Andrew 'Uridium' Braybrook and Steve 'Quazatron' Turner have defected to Telecomsoft taking with them their latest games under development. Ooer! After that sort of news there was nothing for it but to go and find lunch. I teamed up with T'zer – a case of the luscious leading the lush – and stumbled into a discreet little gathering for the release of an *Archimedes* game. Eureka! – food and drink!

Suitably refreshed, I wandered lonely as an inebriated cloud into hordes of adolescents raring to have a go on the deluxe car version of *Outrun* on the US Gold stand. What a game! The Speccy version is on its way and pretty good it looks too – have a sneaky peak at the preview this issue to see for yourself!

Then it was on to Argus's hospitality suite for some light refreshment and a look at some of the new releases. *Hunt For The Red October* is an icon driven submarine simulation with a strategy/adventure plot based on the best selling novel, which incidentally is the only one which isn't by Jeffrey Archer. Then there's *Terramax* for the arcade adventure freaks and *Pacland* for the plain freaks. Dr Berkmann will no doubt be thrilled to hear there's a cricket simulation on the way – but he'll have to wait until Christmas before he can get into the crease.

Sheep's Clothing

Back at Olympia, I was grabbed and hustled upstairs by Amanda Barry from Ariolasoft for some exciting entertainment. (sigh... again?) Then she asked me if I'd like to meet a werewolf... strange woman... and then explained it was Viz Design. Paul Smith and Michael Daly, the programmers responsible for the game *Werewolf*, enjoyed their lycanthropic romp so much, that they've come up with an idea for a new game already. Paul got the idea from an atrocious old Joan Collins movie – it places you in a stockade, surrounded by giant mutating ants *(Just like home. Ed)* and it goes under the working title of *Sole Survivor*.

Then suddenly Mandy was there tugging at my arm again – this woman doesn't give up easily, I thought. She was offering me an interview with Micro Partner, a German programming team, who were responsible for *Mission Elevator* and *Werner*. The reason that they're Ariolasoft's flavour of the month is that they've bought the rights to *Pink Panther*. Before you groan at the thought of yet another miserable tie-in, this one actually looks quite good. Pinkie is working for a man called Mr Profane, who walks in his sleep, and he has to protect his boss during his sleepy journeys across various deadly landscapes. But not content with scoring one major licence though, the Micro Partner team went on to nab the rights to *Tom And Jerry*. This slapstick beat'em up won't be ready 'til October '88 but from the demo graphics it's just like the real thing. Closer to completion is *Clever And Smart*, coming up in November. It's based on a German comic strip and features two bungling secret agents who run around town before descending into the sewers for a bit of strategy. The other two releases are to be *Vampire's Empire* and *Paranoia*. The *Vampire* game gets you setting mirrors to reflect light into the bloodsuckers' 120 screen underground lair *(Sound a bit like Legend, anyone? Ed)*, while smashing lesser spooks on the way! Phew! And *Paranoia* is based on the popular science fiction role playing game, which as well as being the first such conversion, promises to be one of the few games to feature a toilet!



Scrummy

At this point, I made my excuses, as it seemed like Micro Partner was planning to source every game for the next twelve months. Instead I did another circuit of the show, blagging freebies. Before I knew it, I was dragged outside into a waiting limo and driven to a remote hotel by a mysterious woman. As it turned out it was only the Piranha first birthday party, but it pretty much finished me off. It wasn't so much the food and drink, both of which were nicely chosen, I thought. No, it was the tank of live Piranhas that got to me in the end. After two days of floating at one end of the tank, with a couple of timid goldfish at the other, the gnashers suddenly decided they were hungry. For sheer fishy brutality, these guys have got it.

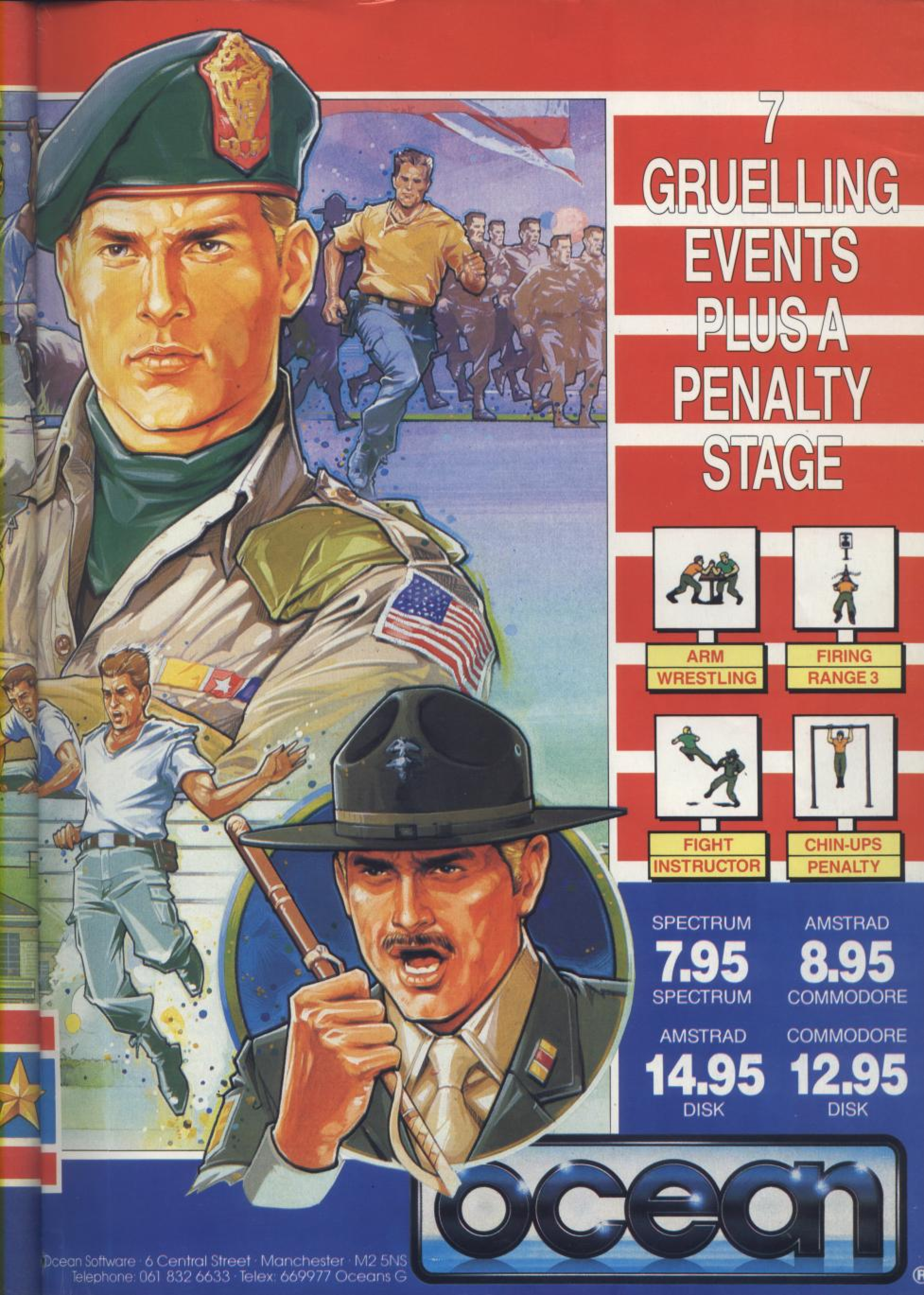
It was Saturday morning that the fear really set in. When I got to Olympia and saw the crowd, stretching right around the building, I began to shiver. Inside, the only way to make any progress was with the determination and the hard shoulder of an American football pro. The good ladies of St. Brides had a more civilised approach to the problem. What was their secret? Could it have been that they were both dressed in black Victorian school marm drag? Or was it Marianne Scarlett's cane, swishing gently into the palm of her hand. (Ooer) Their most recent work is *Jack The Ripper*, the latest of CRL's bloodthirsty adventures.

Worthy Cause

As the crowd parted to reveal Dave Carlos, Super PR Man, hyping programs to press folk. As well as this, Dave also does his bit for charity, having taken the NSPCC tape under his wing. He was just seeing Barry McGuigan off the premises after a personal appearance on the NSPCC stand. "Oh, John, don't forget to mention he flew down here specially from Birmingham to do this, will you?" he said. Of course, Dave, and a big thanks to all who helped out at the charity stands at the show. While wondering what you'll be spending your dosh on this Christmas, it does no harm to remember that there are kids whose least worry is hiscores or Christmas presents.

Then suddenly, it was all over. Sunday night, and all that was left of the champagne, freebie T-shirts and salmon sandwiches was the piles of paper and tins littering the empty hall. It was hell, but I'd do it again tomorrow. Wouldn't you?


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